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Beyond the Canopy

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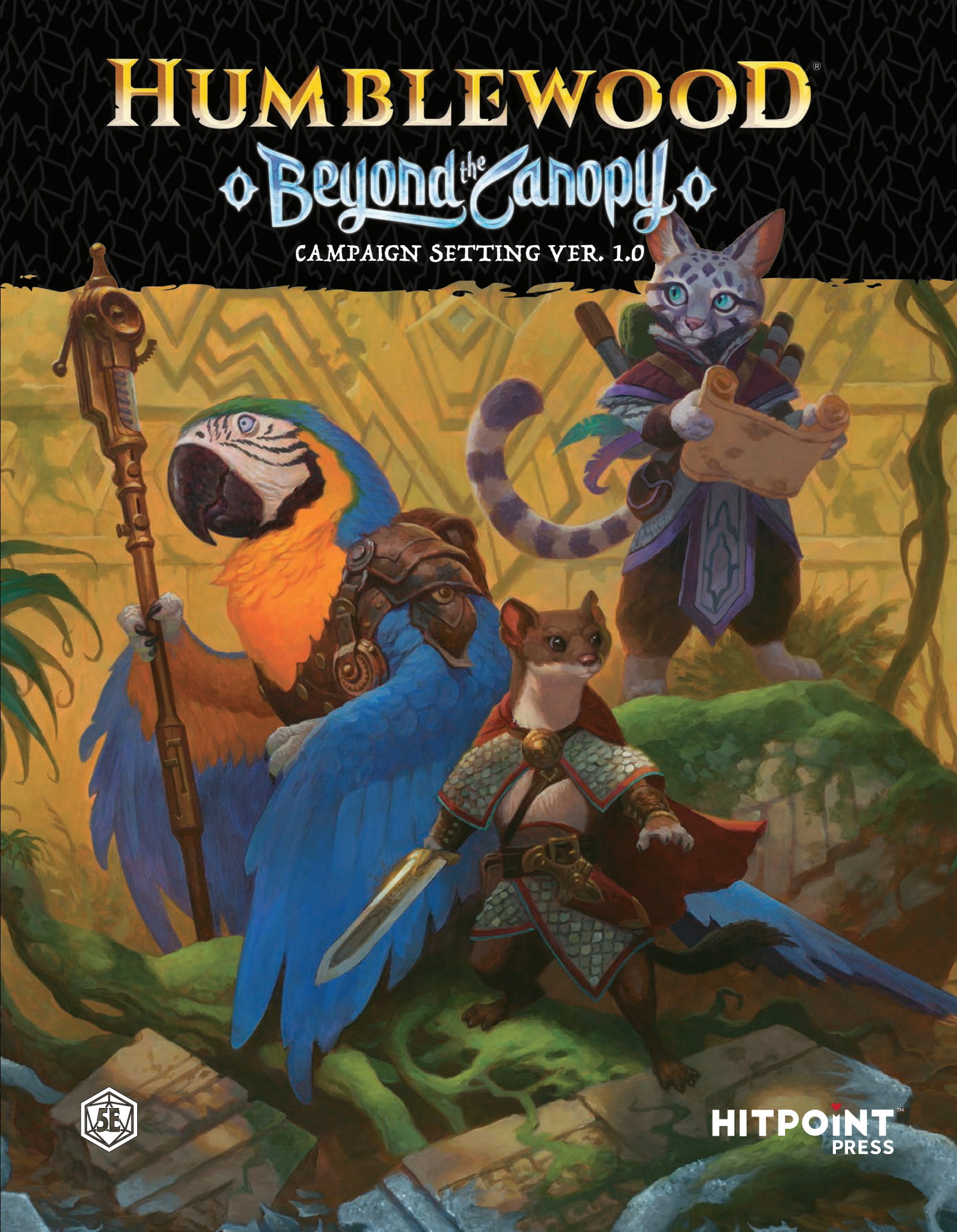

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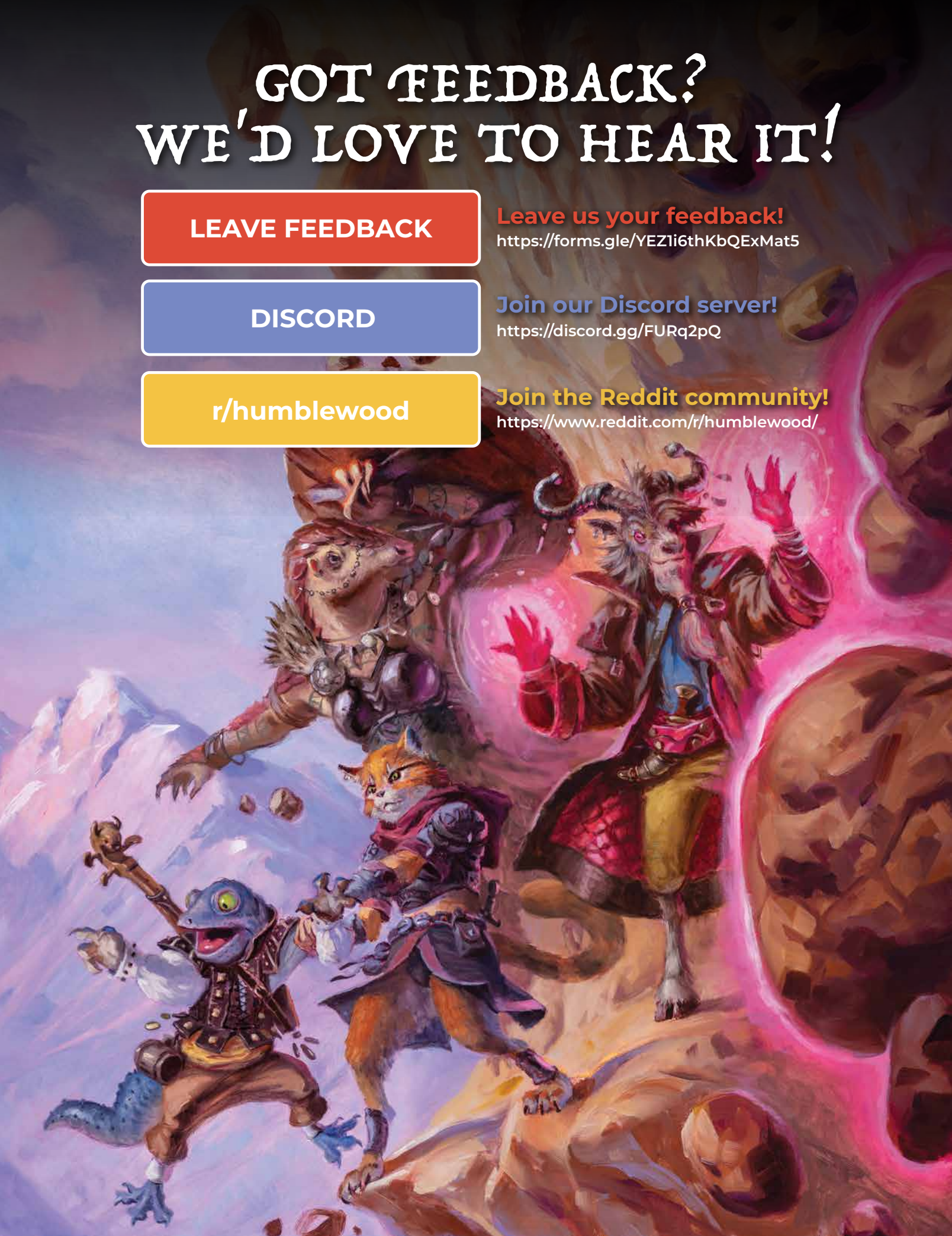
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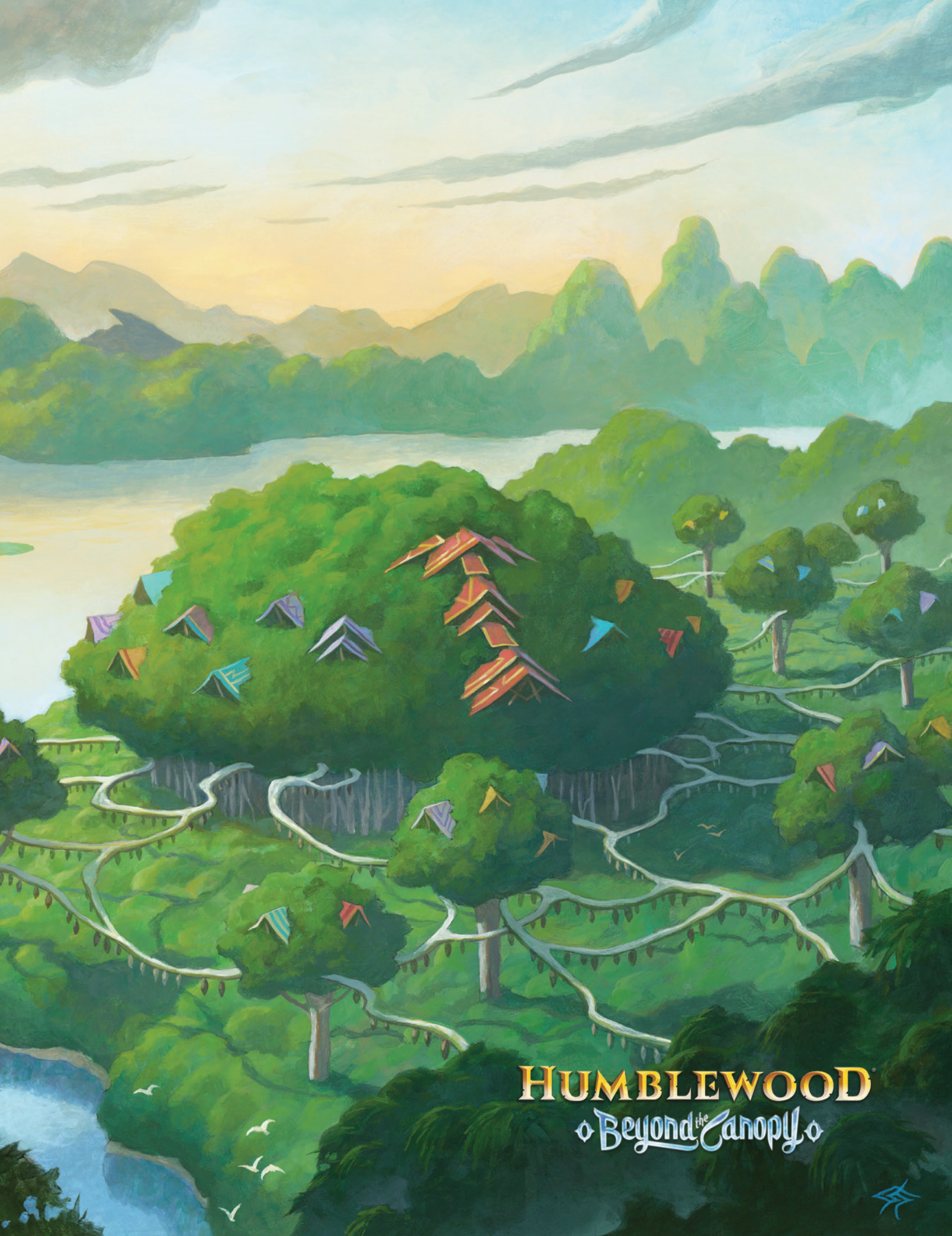
HUMBLEWOOD
Beyond the Canopy

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Ben Hill

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Nine Simpson

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Foreword

"Knowledge is a thing that one cannot have enough of. It is the fruit of wisdom, to be eaten carefully and digested fully, unlike that lunch you are bolting down, little friend."

— Brother Methuselah from ***Redwall*** *by Brian Jacques*

Attributing human qualities to animals has long been a part of the storytelling tradition, used by many cultures throughout history to express the human condition through a unique perspective. We learn moral lessons in Aesop's Fables and Anansi stories. We go on misadventures through books like *The Wind in the Willows* or shows like *My Little Pony*. We even see heroes in action through *Robin Hood* (yes, the animated one) and *Usagi Yojimbo*.

In an era of tabletop roleplaying games where collaborative storytelling is at its core, we have also been blessed with the ability to play as anthropomorphic animals. When *Humblewood* launched on Kickstarter several years ago, my household went all-in with our pledge. It arrived sometime after I became a new mom, juggling freelance work with a baby. Many months later, my son would take the boxes of miniatures down from the shelves to admire.

The success of the first *Humblewood* book lies in more than the ability to play as woodland critters. It is a fantasy adventure that is, at its core, about compassion — for both our community and our shared environment. It also embraces the notion that heroes come from all walks of life, in all shapes and sizes. Anthropomorphic animals in fantasy gear may be adorable, but the ones who inhabit the world of Humblewood are also brave in the face of adversity. *Humblewood* is about community coming together to face unthinkable challenges which makes it both timely and timeless. This setting and the creatures that dwell within it allow us to tell our own meaningful stories — ones that we share with friends, family, and even strangers.

While working asynchronously with the team to design the adventure contained within, I remember opening the first *Humblewood* book for reference when my son sidled up next to me curious about the game. In the breaks between writing, we would play a short encounter. Soon I'd watch him carry around our copy of *Humblewood*, papers stuck between the pages from his own monster designs. If I didn't already know I was working on something special, these moments solidified it. Whether you are about to embark on your first journey into the world of Humblewood or have been eagerly awaiting the continuation of adventure from the first campaign, I hope you will also find something special in this book.

Kat Kruger
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Ganbold, Sombaar
Mine Foreman

Alyse Stewart

The Stormcrag mountains aren't for the faint of heart

Aaron Miller

Introduction

Beyond the canopy of Humblewood, the continent of Wesden sprawls out in all directions, thrumming with life and adventure. All kinds of landscapes collide here—rambling plains crash against a massive mountain range; those same mountains creep southward into a vast tropical rainforest, where plumage is vibrant and the beasts are deadly.

On the plains of the Firnveldt, large caravans called trips travel from settlement to settlement, bringing new wares and news of the world. A sparse collection of villages band together under the banner of the Stonehoof Protectorate, hoping to establish security and stability in the harsh environment of the veldt.

South of the proud Horned Ridge that separates Humblewood from the Firnveldt are the solemn and dangerous Stormcrag mountains. Their frozen peaks are wreathed with crackling lightning, and tiny burrows scrape together an existence amongst the mountains' caves and cliff faces. In this cold, grey place can be found some of the warmest communities, as they know survival only comes from working together.

For those who can brave the threats of Stormcrag, or cross the raucous Spellsea from the port town of Cleave, the bounty of the Tanglewild is within their grasp. Ruled over by the Regent Elisa, the Faa'seng, from her throne in Halara, this land is filled to the brim with hidden ruins, lost treasures and dangerous creatures.

All is not well in Wesden, however. Though the Aspect of Fire was defeated, the heat that it brought to the world has found its way north, to the icy wastes of the Crystal Expanse. There an ancient temple frozen over for more than a millennia has begun to thaw, inviting explorers to discover what mysteries may be inside. The temple belonged to a group of Fizzars, mystical engineers who pushed the use of elemental magic to its limits, causing much destruction in their waste. Trapped in ice with the temple is Klaythusar, an ambitious and power hungry Fizzar, who has spent a thousand years plotting how to rebuild Wesden in his image.

You will take on the role of one of the folk of Wesden, perhaps continuing your adventure as one of the Heroes of Humblewood or finding a fresh start as someone new. This book provides you with all you need to play as the new species found across Wesden, explore the woods and wilds with new subclasses, and even use some of the powers of the ancient Fizzars yourself as a new class: the Gadgeteer.

Whether you take on the mysteries of the frozen Fizzar or tell your own tale in Wesden, the world beyond the canopy is yours to explore. Enjoy!

A little game of "try not to get stung"

Nine Simpson

Christina Kraus

1 Species of Wesden

The folk of Wesden resemble animals but are humanoids with complex cultures, traditions, and histories. In the world of Everden, each species possesses certain gifts, such as the ability to burrow or hover, that influence how they interact with and view the world. These gifts help shape one's morals, values, and personality. Consequently, some embody the reputation of their species, while others defy expectations. The included species descriptions focus on what is common for each species, but there are always plenty of exceptions.

This section outlines six new species options and two new lineages, which you can use to build your character. The species and associated lineages of Wesden are listed here in alphabetical order.

Ability score increases are suggested to make these species options compatible with the 2014 5e rules. If you are playing with the 2024 rules, do not use these ability score increases. You can also refer to the 5e 2024 rules conversion for ***Humblewood: Beyond the Canopy***, available at humblewood.com/btc, for further details.

BIRDFOLK AND WESFOLK

Outside of the Humblewood region, the folk in the rest of Wesden don't consider the difference between birds and non-birds to be a particularly important one. For example, in Humblewood, bird species are known as birdfolk and non-birdfolk are called humblefolk, but in Stormcrag, both would simply be Stormfolk. Beyond regional naming, the folk of Wesden are all referred to as Wesfolk.

Many of the species found in the ***Humblewood Campaign Setting*** are also found across the rest of Wesden. You can refer to that book for all the details you'll need to play these species, and you'll find these species mentioned throughout this book as NPCs.

Some species can look a little different from their cousins in Humblewood. You can use the **Animal Resemblances Inspiration** table to find suggestions when using a species from the ***Humblewood Campaign Setting*** to create a character from outside Humblewood. These are suggestions, not rules—you can also use your creativity to assign any player character species to certain animals that share a similar form or ecological niche. In Wesden, folk moving from one area to another are generally welcomed, and it's possible to find any species with a resemblance to any animal anywhere.

Animal Resemblance Inspiration

Species	Humblewood	Frostcaps	Firnveldt	Stormcrag	Tanglewilds
Cervan	Red deer, fallow deer	Moose, caribou, elk	Saiga antelopes	Mule deer, Musk deer	Musk deer, chevrotains
Corvum	Crows, ravens	Crows, ravens, alpine choughs	Crows, ravens, jays	Crows, ravens, inca jays	Crows, green magpies, blue magpies
Gallus	Chickens, pheasants	Ptarmigans	Chickens, pheasants, quails, turkeys	Monals, bustards	Junglefowls, peacocks
Hedge (Spiny)	Hedgehogs, porcupines	Hedgehogs, porcupines	Hedgehogs, porcupines	Hedgehogs, porcupines	Echidnas
Jerbeen (Fieldscurry)	Jerboa, mice	Jerboa, mice	Jerboa, prairie dogs, mice	Mice	Agouti, mice
Luma	Doves, pigeons	Doves, pigeons	Doves, pigeons	Black-winged ground doves, hill pigeons	Green pigeons, cuckoo-doves
Mapach	Raccoons	Tanuki	Ringtails	Red pandas	Coatis, kinkajous
Raptor	Hawks, falcons	Gyrfalcons ospreys	Golden eagles, vultures	Condors, vultures	Harpy eagles
Strig	Barn owls, tawny owls, great horned owls, scops owls	Snowy owls	Eagle owls, boreal owls	Himalayan owls, Andean pygmy owls, cloud-forest pygmy owls	Jungle owlets, spectacled owls
Vulpin	Red foxes, silver foxes	Arctic foxes	Corsac foxes	Tibetan sand foxes	Maned wolves

ELURAN

JERBEEN, ROCKBURROW

TILIA

SEETA

Lauren Henderson

Capran

Caprans are a group of goat- and sheep-like folk whose myths say they separated from the deer-like cervans of Humblewood in ancient times. Under the guidance of their patron Amaranthine, Arghan, the caprans traveled across the tall peaks of the Horned Ridge. Capable of enduring rugged environments, caprans make their homes across Wesden, from the steppes and foothills of Firnveldt to the frozen north of the Crystal Expanse and the volatile wilderness of Stormcrag.

Free as the Boundless Sky

According to legend, caprans trace their origin back to a feud between two ancient Amaranthines: the brothers Arghan and Cairith. Arghan the Unbroken is said to have quarreled with Cairith because Cairith wished for cervans to grow and learn under his measured tutelage. Arghan objected, professing that growth comes from clashing ideas and unseen paths, not from learning about the past. The two brothers offered the cervans a choice: either remain in their peaceful groves under Cairith's protection or set off for the unknown with Arghan's blessing. So, the cervans divided themselves, some stayed true to Cairith, while others traveled with Arghan, who led them to new lands. Through trials of hardship and many struggles, the followers of Arghan were transformed, giving rise to the first of the caprans.

Arghan granted the caprans special gifts to aid them on their travels: strong heads to face any challenge, nimbleness to keep their balance on uncertain terrain, and a determination to climb even the tallest mountain. Over centuries of travels, caprans have developed a steadfast and independent spirit, reflected in their fierce debates and immovable convictions.

Hard Heads, Warm Hearts

Although caprans have a well-earned reputation for stubbornness, they are also sociable. For caprans, disagreements are part of life and not something to be avoided. Once a matter is settled, there are usually no hard feelings between caprans, even if moments ago they were butting heads—figuratively or literally. Caprans are encouraged to speak their minds from a young age, and independence of thought is encouraged.

Many caprans have horns that grow in various shapes and sizes. Unlike cervans, whether a capran has horns is not considered to have any spiritual or cultural significance. Those who have horns often adorn them with jewelry.

Clan Traditions

Before the invention of Capran runes around 700 years ago, the history of a clan was passed down through oral tradition. These spoken histories are still passed down through generations with incredible detail, recounting debts owed or repaid, slights suffered, favors granted, and events dating back to the first days of their clan.

The head of a capran clan wears a gold signet ring that marks their leadership. Each clan's ring is unique and is used to stamp agreements, treaties, and other important documents. Like their oral traditions, these rings are passed on, handed from one leader to another. Many caprans commission personal signet rings and use them in place of a written signature.

When a kid comes of age, and if their parents are from different clans, they choose which of their parent's clans to join. Once the young capran has chosen a clan, their name is entered into the Great Clan Record, which is stamped by the clan head. This choice stays with a capran for life. Even if a capran commits a truly heinous act, they cannot be expelled from their clan, as tradition dictates that the clan is responsible for holding their members to account and preventing them from causing further harm. Likewise, a capran can never leave their clan. Should a capran choose not to associate with their clan at all, the capran is always considered part of their clan by other caprans.

Clans vary in size from a few dozen to hundreds of members. Factions often form within larger clans, and vehement disagreement within a clan is common. The formation of a new clan only occurs when a clan has grown exceptionally large and splits into two. Both resulting clans take on new clan names and enjoy close relations for generations in recognition of their shared history.

Strong Footings

Though caprans have settled in several lands, they thrive in the hills, plains, and mountains of Firnveldt, where the powerful Stonehoof Protectorate has governed for hundreds of years. While many caprans enjoy the protection of the Stonehoof Protectorate, others live on the Gargan Steppe as nomads, herding enormous grazing beasts known as gargaths. These groups rarely see eye-to-eye, as the Protectorate believes itself to be the steppe's ultimate authority, and the nomads prefer to ignore the Protectorate entirely and continue living as caprans have since they first came to Firnveldt.

Capran Names

The most important part of a capran name is their clan name, which ties them to a history of relationships with other capran clans.

Clan Names: Affa, Burtai, Brighthorn, Greenwool, Hannu, Korrai, Ortu, Rockvast, Skysteep, Tarn

Feminine Names: Altu, Annju, Erru, Farshull, Jonall, Mandralu, Olann, Sellun, Tarall, Tashun, Veldalu

Masculine Names: Arlo, Ahrba, Dahr, Gargo, Gorhut, Holgahr, Khuya, Mandrayur, Maroo, Temhut, Veldarya

Neutral Names: Bett, Indi, Kashry, Loof, Lorlo, Ortry, Semta, Tenett, Urta, Zhara

CAPRAN TRAITS

The capran species is inspired by goats and sheep of all kinds. They are also a good fit for characters resembling other horned and cloven-hoofed animals, such as antelopes, gazelles, and even bison or cows.

Ability Score Increase. Increase one ability score by 2 and another ability score by 1. To play a typical tethera capran, choose Strength and Wisdom. To play a typical yantan capran, choose Strength and Dexterity. Alternatively, increase three ability scores by 1.

Creature Type. You are a humanoid.

Age. Caprans can live to around 100 years. They are considered adults around the age of 20.

Size. Caprans generally stand between 5-and-a-half and 6-and-a-half feet tall and have solid builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Hard Headed. Whether or not you have horns, you can use your tough head to deliver unarmed strikes. When you hit with an unarmed strike using your head, it deals bludgeoning damage equal to 1d6 + your Strength modifier.

If you move at least 20 feet straight toward a target and then hit it with an unarmed strike using your head, the target must also succeed on a Strength saving throw (DC = 8 + your Strength modifier + your proficiency bonus) or be knocked prone.

Stubborn Mind. You have advantage on saving throws against being charmed.

Languages. You can speak, read, and write Birdfolk and Capran.

Lineage Options. You can choose the tethera capran or yantan capran lineage option.

Tethera Capran

Resembling bighorn sheep, argali, moufflon, and other members of the sheep family, tethera caprans are usually highly social, caring deeply about the lives of those around them. Some tethera caprans have horns, but most do not.

Friendly Face. You gain proficiency in the Insight or Persuasion skill, and you have advantage on checks made to convince humanoids who you or your companions are not currently fighting that you are trustworthy.

Flock In. When you use the Help action and the check or attack you are helping with fails, the creature attempting the check or attack can reroll one of the dice if you are within 5 feet. The creature must use the new result. You can use this ability a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Yantan Capran

Resembling mountain goats, markhor, ibexes, and other members of the goat family, yantan caprans are sturdy survivors. They are adapted to move through harsh and rugged environments with ease. Most yantan caprans have horns.

Legacy of Learning. You gain proficiency in one of the following skills: Animal Handling, Athletics, or History.

Sure Footing. You ignore nonmagical difficult terrain and have advantage on Strength and Dexterity checks and saving throws made to climb, maintain your balance, or avoid falling prone.

Christina Kraus

Eluran

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Elurans are feline folk renowned for their poise, calm demeanor, and keen insight. Some elurans are talented crafters whose wares are traded as far north as the Frostcaps. In the south, eluran culture has flourished in the jungle of the Tanglewilds for millennia as part of the Luzos Regency.

Blessed by the Sun and the Moon

Elurans are blessed with several gifts: keen senses to navigate well in darkness and discern subtle changes in a person's demeanor; retractable claws to quickly scale obstacles or rake their foes; and natural magic, which they can use to unleash a destructive roar or a comforting purr, depending on their lineage.

Many elurans believe these gifts originate with their patron Amaranthines: Khaluz the Bold, who guards the sun, and Eresutha the Hidden, who shifts the moon. Elurans embrace both the day and night, preferring to spend some of their waking hours in both, with long naps between periods of activity.

Cautious Yet Curious

Elurans have a reputation as haughty and aloof. Though often perceived as pride, these behaviors have their roots in eluran culture, which emphasizes a cautious approach to outsiders. Eluran kittens are taught that outsiders should be dealt with diplomatically but always from a position of power. Elurans who follow these traditions avoid showing vulnerability to strangers and conceal their true strengths. Keeping outsiders at arm's length is a matter of politeness as much as shrewdness, and being overly familiar with an eluran before getting to know them is considered rude.

In contrast, once an eluran trusts someone, they become like family and can be addressed casually in ways that strangers or acquaintances consider insulting. Such deep friendships are playful and intimate, as many elurans enjoy casual cuddles with those they truly trust.

Regional Differences

Elurans can be found across Everden, but in the continent of Wesden, eluran culture has two distinct branches. The most prominent are the southern elurans of the Luzos Regency in the Tanglewilds. Ruled for millennia by a family of elurans who claim to have been chosen by the Amaranthine Khaluz, the Luzos Regency is a strong cultural force. Elurans outside of the Tanglewilds are less culturally united, integrating more with the cultures they live amongst. These disparate groups are often called the northern elurans in contrast to the southern elurans of the Tanglewilds.

Eluran culture in the Luzos Regency is traditionally matriarchal, where the highest positions of authority are largely held by female elurans, including the regent, called the faa'seng in Eluran. The regent is responsible for maintaining harmony between the different factions of the Tanglewilds and between her people and the jungle. Among northern elurans, folks of every gender hold leadership positions. Within all eluran societies, age marks an eluran as wise and worthy of respect. As the common eluran saying goes, "Gray whiskers mark a well of wisdom."

Eluran Names

Elurans have a family name that they carry throughout their life, but their given name can change. Eluran kittens gather many different names before adulthood, bestowed by older friends and relatives. These names are given to them following notable events in their life—the name that sticks tends to be out of a young eluran's control. Eluran kittens give their friends secret names based on events shared only between them.

Only upon reaching their 15th summer is an eluran considered wise enough to be able to choose a name for themselves. In the eyes of eluran society, adults have earned their right to be called as they wish. Elurans often change their adult name after a significant moment in their life. If an outsider mocks an adult's chosen name or continues to call them by one of their kittenhood names, it is considered a grave insult. In contrast, close friends, family members, or lovers may still use kitten names or secret names with sentimental meaning in private.

Example Eluran Names

Kitten Names (Meanings): Fomurr (Moving Eye), Hramet (Healthy), Kahl'zaong (Angry Tail), Lagok (Fish), Meeng (Mewler), Meh'hlahng (Little Adventurer), Myohng (Milk Drinker), Rree'tlah'tuhl (Money Spiller), Shehsh'sheer (Fell to a Snake), Tshaol (Noisy), Uthkeh (Silver), Wehth'ou'ou (Asks Why Too Much)

Adult Names (Meanings): Aifkeip (Holder of Good Territory), Elumfess (Climber in Darkness), Fa'esh (Long Whiskers), Thaket (Striker), Tlereth (Lives in Paradise), Upchoat (Master of Long Naps), Yeshterr (Vine-walker), Yetklee (Nimble Runner)

Family Names (Meanings): Amreth (One World), Aolvair (City Lady), Groang'et (Strong), Huhl'hehf (Smoke Mountain), Murfesh (Blood Season), Teeket (Sharp), Teeshumur (Star's Blood), Totrov (Cold Hunger), Zharrkesh (Front and Back Claws), Zheuet (Even-tempered),

ELURAN TRAITS

The eluran species is inspired by cats of all kinds. They are a good fit for any character that resembles a feline, as well as other nimble predators such as civets or genets.

Ability Score Increase. Increase one ability score by 2 and another ability score by 1. To play a typical moon eluran, choose Dexterity and Wisdom. To play a typical sun eluran, choose Strength and Wisdom. Alternatively, increase three ability scores by 1.

Creature Type. You are a humanoid.

Age. Elurans are considered adults from the summer solstice of their 15th year. They have an average lifespan of around 85 years.

Size. Elurans come in a variety of shapes and sizes, ranging from 3 feet to nearly 7 feet in height, with builds that range from slender to fluffy. Your size is Medium or Small.

Speed. Your base walking speed is 30 feet.

Darkvision. Your eyes are well suited to hunting at night. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Claws. You have sharp claws that you can use as natural weapons to make unarmed strikes. When you hit with your claws, you deal slashing damage equal to 1d6 + your Dexterity or Strength modifier instead of the bludgeoning damage normal for an unarmed strike.

Additionally, you have advantage on Strength (Athletics) checks made to climb any surface your claws could reasonably grip.

Graceful Landing. When you fall, you don't land prone as long as you aren't incapacitated. Additionally, you can subtract up to 20 feet from a fall when calculating falling damage.

Wariness. You have keen senses and a knack for avoiding danger. You have proficiency in the Insight and Perception skills.

Languages. You can speak, read, and write Birdfolk, Eluran, and one additional language of your choice.

Lineage Options. You can choose the moon eluran or sun eluran lineage option.

Moon Eluran

Moon elurans are generally smaller than their sun counterparts and have appearances that many find endearing. Moon elurans can produce a gentle healing purr. Cats who purr, such as bobcats, ocelots, lynxes, and wildcats, are best represented by moon elurans.

Soothing Purr. You can produce a comforting purr to calm jangled nerves during a short rest. When you or any friendly creatures who can hear you regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 2d4 hit points. A creature can't regain extra hit points from this trait again until it finishes a long rest.

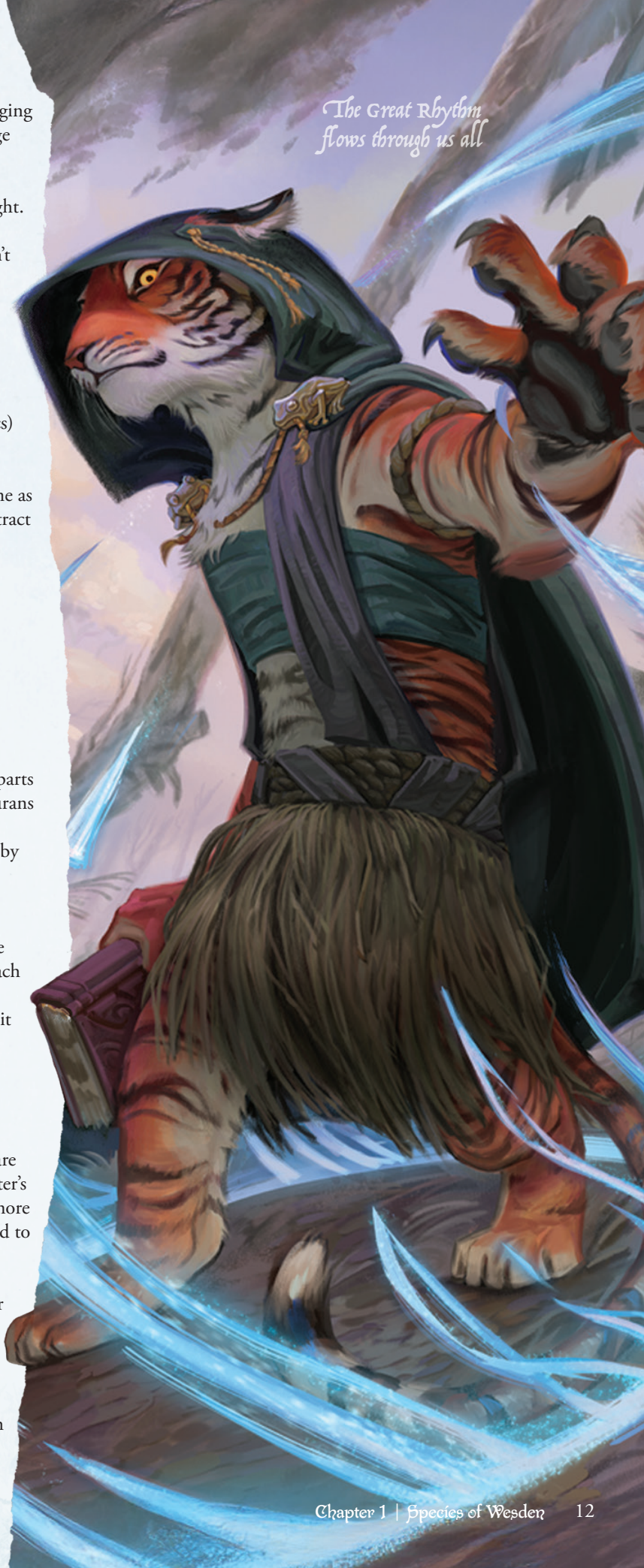
Paws of the Artist. You gain proficiency with a set of artisan's tools or a musical instrument of your choice.

Sun Eluran

Cats that roar, such as lions, tigers, leopards, and jaguars, are best represented by sun elurans. Sun elurans possess a hunter's instincts and can unleash a fearsome roar. They are often more physically imposing than their moon counterparts and tend to have manes or patterns of spots or stripes on their fur.

Thunderous Roar. As an action, you can unleash a mighty, earth-shaking roar. When you do so, each Large or smaller creature within 10 feet of you must succeed on a Constitution saving throw (DC = 8 + your Strength modifier + your proficiency bonus) or be knocked prone. You can't use this trait again until you finish a long rest.

Hunter's Weapon Training. You have proficiency with blowguns, clubs, javelins, longbows, scimitars, and spears.



Mariah Tekulve

Hedge, Arma

Beyond the borders of Humblewood live hedges whose spiny quills have grown into bony plates. Blessed by the Amaranthine Henwin with a natural connection to the earth, many sturdy arma hedges have made their homes in the foothills of Firnveldt and the jungles of the Tanglewilds.

Naturally Armored

With their bony armor and long tails, arma hedges resemble armadillos or pangolins more than their hedgehog-like cousins (simply known as hedges in the ***Humblewood Campaign Setting***). However, they share the same empathetic nature. It is often said that the friendship of an arma hedge is as solid as a stone and just as difficult to mend if broken. Arma hedges' bony plates don't pose as much of a hindrance to wearing clothing as the spines of other hedges, but they still prevent them from wearing armor. During celebrations, arma hedges decorate their plates with intricate designs using colorful natural pigments.

Souls of the Stone

Arma hedges thank Henwin, the patron Amaranthine of all hedges, for their unique gifts, including the ability to converse with rocks. Though they see beauty in all natural life, arma hedge culture respects the spirits of the stone and the soil in particular. Their tales teach that the earth of Everden itself is alive, possessed of something arma hedges call the "eversoul." The eversoul is present in all stones, from the tallest mountain to the smallest pebble. It is a primordial force from which the Dawnmother coaxed all other souls and to which all souls will one day return after the Nightfather grants them rest. As a funeral rite, arma hedges often entrust small charms carved from their plates to their loved ones in the hopes that the charms provide guidance and protection to those left behind.

The eversoul is an important part of the ancient art of stonesinging, which originated among the arma hedges. This musical tradition involves coaxing tones from rocks with percussion and by singing in harmony. Tales say that once the stones sang back to the stonesingers, but now the stones are quiet, having fallen silent long ago. Today, many arma hedges still join stonesinger choirs, and some particularly dedicated singers are trying to learn why the stones stopped singing.

Arma Hedge Names

Traditional arma hedge names are generally given to a child by a parent or grandparent and are connected to soil, stone, or the earth in some way. This family member's name is then used as the surname, bridged with the word "from", for example, Amber from Clasia, Jet from Shale and Opal. An arma hedge will sometimes change their family name to honor a deceased relative, express gratitude for being cared for by someone other than their parents, or reflect a found family. Others who have broken ties with their family may also choose to rename themselves to reflect their circumstances. In such cases, a place, a guardian, an adventuring company, or anything or anyone the arma hedge feels strongly tied to can be used in place of a relative.

Male Names: Anorth, Dolom, Flint, Granith, Gness, Jet, Nephrith, Tuff, Slate, Unakye, Zoic

Female Names: Amber, Brec, Clasia, Emra, Lapis, Moonstone, Olavine, Opal, Rubica, Saphe

Neutral Names: Clay, Jespa, Lithis, Loess, Marl, Quarz, Sandy, Shale, Tufa

HEDGE TRAITS

Arma is a lineage option for the hedge species. The hedge published in the ***Humblewood Campaign Setting*** is the spiny hedge. Arma and spiny hedges share the following traits:

Ability Score Increase. Increase one ability score by 2 and another ability score by 1. To play a typical arma hedge, choose Constitution and Charisma. Alternatively, increase three ability scores by 1.

Creature Type. You are a humanoid.

Age. Hedges take longer to mature than most other folk, reaching adulthood around 25 years. They also live for a long time, with many reaching 120 years or more.

Speed. Your base walking speed is 25 feet.

Natural Burrowers. You have a burrowing speed of 15 feet.

Languages. You can speak, read, and write Birdfolk and Hedge. Arma hedges speak a dialect of Hedge that is distinct but understandable to other Hedge speakers.

Lineage Options. You can choose the arma hedge lineage option found in this book or the spiny hedge lineage option found in the ***Humblewood Campaign Setting***.

Lauren Henderson

Arma Hedge Traits

The arma hedge lineage option is a good fit for characters resembling armadillos and pangolins. It could also be used for tough burrowing creatures, such as aardvarks.

Size. Arma hedges are taller than their spiny cousins, standing between 3 and 5 feet in height, and tend to have heavy builds. Your size is Medium or Small.

Armor Plates. You have tough plates of bone or keratin that cover your body and make it impossible to wear armor (though you can still use shields). Your base AC is 17 and does not benefit from your Dexterity modifier.

Earthblessed. You know the *resistance* cantrip and can cast it without requiring material components. Additionally, you can cast *rumblevision** without material components once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Plate Wall. As an action, you can focus on defense to present your foes with a solid wall using your armor plates. Until the start of your next turn, you have resistance to all damage except psychic damage, and you have advantage on saving throws or ability checks to resist being moved or knocked prone. When you take this action, your speed becomes 0 until the end of your next turn. If you are moved before your next turn, your plate wall effect ends, and you land prone in the space you were moved to.

Speech of Stone and Soil. You have the magical ability to speak with rocks, crystals, and minerals. When doing so, you impart limited sentience on the stone for a number of minutes equal to your proficiency bonus. During this time, the rock communicates with you telepathically, and it can transmit any basic occurrences it has experienced, for example, pressure, temperature, wetness, or sounds, such as words spoken near it.

"We will do wonders together, friend."
- Emera, arma hedge sage

Josiah Cameron

Jerbeen, Rockburrow

Rockburrow jerbeens resemble chinchillas, pikas, degus, and other large and fluffy rodents. They are taller than their cousins, the fieldscurry jerbeens (originally called jerbeens in the ***Humblewood Campaign Setting***). Rockburrows share a similar love of community with their smaller cousins and have a reputation as the most hospitable folk in Wesden.

Enduring and Intrepid

Originating from the arid and sparsely vegetated slopes of the mountains of Stormcrag, rockburrow jerbeens are tough and sturdy folk. Families of rockburrows have spread across Wesden, though they tend to prefer mountain air, making their homes at high elevations in the Frostcaps and Horned Ridge to the north and the Oh'toh'oh Mountains in the Tanglewilds.

Rockburrows can carry objects in their cheek pouches, storing them for later or hiding them from prying eyes. Their soft, dense fur protects them from whatever comes their way.

Prudent Planners

Adapted to some of the toughest environments in Wesden, rockburrow jerbeen survive thanks to their careful preparation during times of plenty, allowing them to endure lean times. Traditional rockburrow settlements called warrens are cut into mountainsides and contain dozens of homes and storerooms where food gathered over the summer and fall is stored to be eaten during winter. Warren homes usually house three or four generations; some families have inhabited the same warren for hundreds of years. In cities and communities where rockburrows live alongside other folk, they often build homes that replicate their traditional mountain warrens with no windows and extensive basements.

When they are away from their homes, rockburrow jerbeens often carry large packs filled with every supply they might need for their journey—to be caught unprepared is a mortifying experience for a rockburrow.

Heartfelt Hospitality

Rockburrows are more independent than their fieldscurry cousins, but they share a similar attitude to hospitality. Many rockburrow jerbeens live by the traditional saying, "The stranger I share my breakfast with today is the friend who shares their dinner with me tomorrow." They share what they have with those in need with the understanding that next season they might be the ones requiring help.

Rockburrow Names

Rockburrow names are made up of three parts: a given name, a family name, and a burrow name. Warren names identify the community a rockburrow calls home. This can be a traditional rockburrow warren or a settlement of any kind. For example, a rockburrow from the city of Halara in the Tanglewilds might call themself Etsa Bluepaw of Halara.

When a rockburrow jerbeen joins a new community, they change their warren name to show their commitment to their new home. Rockburrow jerbeens without a place to call home often give themselves a moniker to replace their warren names, such as the Wanderer, the Lost, the Last Survivor, or the Seeker.

Example Rockburrow Names

Given Names: Almi, Cashan, Fifi, Inick, Jurau, Raju, Leeyo, Miski, Nina, Wayra

Family Names: Barrelkeeper, Dustdancer, Gatherbrush, Leafbluff, Longwhisker, Mistfur, Pebblepad, Screehopper, Sunsinger, Widetail

Warren Names: Cavernhearth, Flowering Peak, Frostguard, Greenspine Gate, Lonely Air, Many Rooms, Nightbolt, Shadowside, Six Doors, Yellowburrow

JERBEEN TRAITS

Rockburrow is a lineage option for the jerbeen species. The jerbeen published in the ***Humblewood Campaign Setting*** is the fieldscurry jerbeen. Rockburrows and fieldscurry jerbeen share the following traits:

Ability Score Increase. Increase one ability score by 2 and another ability score by 1. To play a typical rockburrow jerbeen, choose Constitution and Wisdom. Alternatively, increase three ability scores by 1.

Creature Type. You are a humanoid.

Age. Jerbeens grow quickly, reaching maturity around 5 years. They are the shortest-lived of all the Wesden species, living about 40 years.

Lauren Henderson

Speed. Your base walking speed is 30 feet.

Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Team Tactics. You can use the Help action as a bonus action.

Languages. You can speak, read, and write Birdfolk and Jerbeen.

Lineage Options. You can choose the rockburrow jerbeen lineage option found in this book or the fieldscurry jerbeen lineage option found in the ***Humblewood Campaign Setting***.

Rockburrow Jerbeen

The rockburrow lineage is inspired by chinchillas but is a good fit for characters resembling pikas, hamsters, guinea pigs, and chipmunks.

Size. Rockburrow jerbeens have heavier and denser bodies than fieldscurry jerbeens and are slightly taller on average, standing between 2-and-a-half and 3-and-a-half feet tall. Your size is Small.

Cheek Pouches. Your cheeks have elastic pouches that can stretch to fit objects weighing up to 2 pounds, no larger than 10 inches on a side. While stored in this way, objects are concealed and have total cover. You can stow or retrieve an object in your cheek pouches as a bonus action.

Fluff Up. As a bonus action, you gain advantage on a Charisma (Intimidation) check against a Medium or Large creature before the end of your next turn.

Thick Fur. You have resistance to nonmagical bludgeoning damage.

Tiffany Turrill

"Do you hear that? Stay close to the ground, and nature will whisper to you its secrets..."
- Lalyo, rockburrow jerbeen tender

Mustel

The independent and determined mustels are some of the least common folk in Wesden. They have a reputation for being stubborn; once a mustel has set their mind to a course of action, it is almost impossible to convince them to give up. All mustels have powerful jaws, no matter their size.

Wilderness Wanderers

Mustels typically prefer the close company of a few good friends over the bustle of large settlements. Many choose life in the wilderness, living off the land and forming a deep connection with nature. Their fur, which spans a wide range of shades, including greys, blacks, browns, and whites, allows them to blend in well in natural environments.

Though mustels have a reputation for being loners, they do value the bonds they form with family and friends. A popular mustel folk tale tells of a hero who returns home from a season in the wilderness to find his family slain by raiders, save for his infant niece. The hero takes the child with him as he hunts down the raiders one by one and claims his revenge.

Although a mustel may come and go from a community, they don't consider time or distance to weaken the bonds they share with their closest companions. To harm a mustel's friend is to invite disaster.

Oathmakers

Oaths are an important part of mustel culture. Once a mustel has sworn an oath to do something, they cannot break their promise without inviting unbearable shame upon themselves. True oaths are usually sworn to Ranzang the Connector, the patron Amaranthine of the mustels.

The importance mustels place on keeping promises can make them seem inflexible to others. Some folk find mustels' dedication to keeping their oaths, even when it seems impossible, to be baffling. Mustel tradition holds that traitors and oathbreakers can be identified by their smell, and confirmed oathbreakers are shunned by mustels until they do something acceptable to redeem themselves.

Roaming Rarities

Many folks can go their whole lives without ever meeting a mustel as they are relatively rare. This has led to many tales, half-truths, and lies being spread about mustels. Some of these untruths include the rumors that the burly brightfang mustels skin their enemies and that the nimble longdance mustels can enchant others with their dancing. Mustels can attract curiosity from other folk who are eager to get to know them and hostility from those who fear the unfamiliar. Depending on the mustel's personality, they might revel in this attention or recoil from it.

Mustel Names

Most mustel names have a positive meaning in the Mustelese language or are drawn from plants. They aren't divided by gender. Longdance mustels tend to use longer names than brightfangs do.

Traditionally, mustels don't have family names. Instead, they gain an epithet from how their acquaintances describe them. These nicknames might come from a major event in a mustel's life, a personality trait, or a physical feature. Epithets are not always flattering, but most mustels still use them in place of a family name when needed. It is exceptionally rare for a mustel to go their entire life without gaining at least one epithet.

Example Mustel Names

Names: Artak, Birch, Braw, Coorie, Dewberry, Fennel, Fir, Gen, Grawl, Haff, Honeysuckle, Jemmer, Maple, Prowsen, Rose, Sususra, Thistle, Thrang, Twill, Verang

Epithets: the Bloody, the Brave, the Builder, the Dreamless, the Fool, the Birdfriend, the High Tail, the Stoneheart, the Talker, the Unreliable, the Unseen, the Wildpaw

MUSTEL TRAITS

The mustel species is inspired by the family of mustelids. They are a good fit for characters resembling wolverines, badgers, stoats, ferrets, and weasels, as well as any ground-dwelling predator species like mongooses or skunks.

Ability Score Increases. Increase one ability score by 2 and another ability score by 1. To play a typical brightfang mustel, choose Strength and Charisma. To play a typical longdance mustel, choose Dexterity and Charisma. Alternatively, increase three ability scores by 1.

Creature Type. You are a humanoid.

Age. Mustels age at an average pace and are considered adults at the age of 20. They are relatively long-lived, with many reaching ages of around 85.

Bite. You have sharp fangs that enable you to make bite attacks. You can choose to bite as an unarmed strike that deals 1d6 piercing damage, which can be calculated using either your Strength or Dexterity modifier for both the attack roll and damage bonus.

Relentless. When you take damage from being hit by an attack or from failing a saving throw, you can reduce the damage you take by half (no action required). You can't use this trait again until you finish a long rest.

Languages. You can speak, read, and write Birdfolk and Mustelese.

Lineage Options. You can choose the brightfang mustel or longdance mustel lineage option.

Brightfang

Brightfang mustel resemble wolverines, badgers, grissons, and other burly mustelids. Their imposing physique and resilience allow them to explore rugged landscapes such as the Crystal Expanse and the Frostcaps. They are the most solitary of the mustels and have a reputation for being able to tackle any challenge nature throws at them.

Size. Brightfangs are the tallest and heaviest of the mustels, typically standing over 6-and-a-half feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Bigger Bite. Your bite attack is crushingly strong and deals 1d8 piercing damage instead of 1d6. When you reach 9th level, this increases to 1d10.

Scenting. You have a powerful nose. As a bonus action, you can attempt to sniff out invisible or hidden creatures. If a creature's scent is perceptible, you can detect it with a successful DC 10 Wisdom (Perception) check. If a creature is deliberately hiding its scent, you must succeed on a contested Wisdom (Perception) check against its Dexterity (Stealth). On a success, you learn the location of the invisible or hidden creature as if it were not invisible or hidden from you. You can maintain this effect for 1 minute or until you lose your concentration (as if you were concentrating on a spell).

Strong Claws. You gain proficiency in the Athletics skill and have advantage on skill checks made to climb or dig.

Longdance

The longdance mustel lineage is inspired by weasels and their winter form, the ermine. It also draws on the traits of other slender mustelids such as martens, polecats, ferrets, and stoats. While all mustels are a rare sight in Wesden, the longdances are the most mysterious. Rumors say that they have the power to hypnotize other folk with their dancing. This is untrue, but some longdances use the stories about them to their advantage, while others resent being seen as magical.

Size. Longdance mustels have long, slender bodies and vary in height from 2 feet to over 6 feet tall. Your size is Medium or Small.

Speed. Your base walking speed is 35 feet.

Fleet Feet. You have proficiency in the Performance skill. As a bonus action, you can make a Charisma (Performance) check against a creature within 5 feet of you to perform a bewildering dance, contested by the target's Wisdom (Insight) check. If you succeed, the target has disadvantage on the next attack roll or ability check it makes against you before the end of your next turn. You can't use this trait again until you have completed a short or long rest.

Shifting Camouflage. Your fur gradually changes color to better hide you in your environment. You have advantage on Stealth checks made to hide or move undetected through natural terrain as long as you have been in that terrain for at least 10 days.

Slippery Dancer. You have advantage on Dexterity saving throws against magic.

Christina Kraus

Seeta

Seetas are a diverse group of parrot- and toucan-like birdfolk with colorful plumage and prominent beaks. Preferring warm weather, many seetas make their home in treetop communities throughout the Tanglewilds.

Lifelong Learners

Seetas enjoy a longer childhood than most birdfolk and are not considered adults until they reach their third decade. This extended adolescence is usually spent studying various disciplines, and seeta parents watch over their chicks' early education with great enthusiasm. Though books are part of a seeta's education, talons-on experience is considered far more valuable. Once young seetas have fledged, they often embark on journeys far from home to learn from different folks and communities. In adulthood, this passion for learning does not dim. An interest in novelty and a flexible way of thinking is as much a part of an elderly seeta's life as one who has just hatched.

Beaks and Brains

Seeta have strong beaks capable of doing significant harm. For this reason, seetas can often find work as hired muscle, even if they aren't trained for combat. Their dramatic plumage and large beaks are intimidating enough that they rarely have to resort to violence. Indeed, many seetas tend to be gentle and thoughtful, preferring to cultivate their intellect rather than their fighting skills. Those seetas who do choose to take up arms are often drawn to the study of tactics.

Typically, seetas have an easy time making friends with folks who others perceive as odd or eccentric. They are gregarious but can become easily bored. This, combined with a knack for using tools in unconventional ways, means that if a seeta is not sufficiently entertained, they will make their own fun, especially if that fun involves taking something apart.

Expert Imitators

Another talent possessed by seetas is their uncanny knack for remembering sounds, coupled with an uncanny ability to mimic them. Seetas are impressed by those who have accumulated a mental library of many sounds, and such individuals are praised in seeta culture for their worldliness. While some seetas employ their talent for subterfuge and trickery, others use it for noble ends, such as carrying short
but important messages. Using their keen ear for sounds, many seetas become expert linguists and translators.

Seeta Names

Traditional seeta names grow with an individual as they age. A seeta chick is given a single syllable nestname by their caretakers. Throughout their life, seetas add to this name whenever they feel inspired. Some seeta names exceed several dozen syllables in their old age, and a long name is a sign of a life well lived. Thanks to seeta's natural ability to mimic, they may add interesting, impactful, or sentimental sounds to their name as well, such as the dripping of water, the clash of swords, or a snatch of a song. Seeta names are not gendered, and they often draw on multiple languages for elements of their name. A seeta's family name is formed from a combination of their parents' nestnames. Most seeta use a small part of their full name or a nickname for everyday use and only use their full name in legal matters, ceremonies, or other special occasions.

Example Seeta Names

Nestnames: Ai, Bee, Bell, Ben, Cha, El, Eve, Gru, Ha, Kin, Ko, Lea, Moo, Nite, Nyo, One, Peak, Ree, Tha

Full Names (Nicknames): Day[chorus of a lullaby] LeafKoUth'heeres[sound of rustling leaves] (DayLeaf), ElOhThaket[sound of purring]TreeWatcherApfeeth (Striker), GruFree[sound of a hammer]StarwaysJerbon (Jerbon), HaHaNaHaHabaHaHaMaha (Hahana), KeeNi (Keen), NyoRedRiver[sound of running water]RippleMuu (River), SkyAltiBrotherNanSan (Skyal)

Family Names: BlueEl, EnMi, GyoVa, MooTha, MossLit, NiteOn, NyoCha, ReeWish, TsuTweh

SEETA TRAITS

The seeta species is inspired by parrots, cockatiels, toucans, and other tropical birds. They also are a good fit for a character resembling any brightly colored bird or those that can mimic sounds, such as mockingbirds, myna birds, and starlings.

Ability Score Increase. Increase one ability score by 2 and another ability score by 1. To play a typical seeta, choose Intelligence and Strength. Alternatively, increase three ability scores by 1.

Creature Type. You are a humanoid.

Age. Seeta fledge into their adult plumage around the age of 15, but they are not considered adults until the age of 30. They are among the longest-living folk in Everden, and it's not uncommon for a seeta to reach the age of 150.

Size. Seetas have a wide variety of builds and have heights ranging from 3 to 6 feet tall. Your size is Medium or Small.

Lauren Henderson

Speed. Your base walking speed is 30 feet.

Glide. Using your feathered arms, you can slow your fall and glide short distances. When falling, you can use your reaction to spread your arms, stiffen your wing feathers, and slow your descent. While doing so, you continue to fall gently at a speed of 60 feet per round, taking no fall damage when you land. If you would fall at least 10 feet in this way, you may fly up to your movement speed in any direction you choose, except upward, and land in the space you finish your movement. You cannot glide while carrying heavy weapons or wielding a shield (though you may drop any held items as part of your reaction to spread your arms). You cannot glide while wearing heavy armor or if you are encumbered.

Wing Flap. As a bonus action, you can use your powerful feathered arms to propel yourself upward a distance equal to half your speed. You can use it in conjunction with a regular jump, but not while gliding.

Strong Beak. Your large, curved beak is a natural weapon that you can use to make unarmed strikes. On a hit, you deal piercing damage equal to 1d6 + your Strength modifier instead of the bludgeoning damage normal for an unarmed strike.

Striking Plumage. You have proficiency in the Intimidation skill.

The Knack. You can turn your talons to many crafts. You have proficiency with two sets of artisan's tools of your choice. You can also use these tools in unconventional ways. You can use artisan's tools that you are proficient with to attempt a check that would usually require a different set of tools. When using tools in this way, you add half your proficiency bonus, rounded down, to the check.

Mimicry. You have the innate ability to convincingly replicate any sound you've heard, such as a voice saying something you've heard it say, a spell being cast, or the sound of a weapon striking stone. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check. The DC for this check equals 8 + your proficiency bonus + your Intelligence modifier (minimum of 1).

Languages. You can speak, read, and write Birdfolk and two other languages of your choice. You can also understand Auran, though you can't speak it.

Josiah Cameron

"The best shows have the most color."
- Flourish, seeta songstress and dancer

Sylph

The sylph are the smallest of all the birdfolk in Everden. They have the speed, liveliness, and energy of hummingbirds. It is unwise to underestimate the short-statured sylphs as they are capable of great feats of endurance and bravery.

Many Forms

Though sylphs share their speed and size, otherwise they are remarkably diverse. Sylphs' plumage can be any color imaginable. Many have iridescent feathers that shine two or more colors from different angles. Some have long trailing tails, while others have short ones. They tend to have slender beaks, but these can vary in length considerably.

On the Move

Traditionally, sylphs don't make their home in one place. Instead, they migrate between two locations, following the seasonal changes in Everden. A sylph might have one home in the city of Halara in the Tanglewilds, and another one far to the north in the Rimewood of Firnveldt. After childhood, sylphs make these continent-spanning journeys alone or with loose groups of friends, including non-sylph travelers. Although they are wanderers, sylphs tend to be proud of both of their homes and form strong bonds in both communities.

Sometimes, older sylphs will suspend their continental travels to spend multiple seasons in one location. However, even these sylphs will find themselves overtaken by wanderlust after staying still for too long. Many sylph adventurers take up the questing life simply for the joy of travel and seeing new places.

Sudden Stillness

"The only time you'll catch me staying still is when I'm hovering," is an old sylph boast. Unlike their birdfolk cousins who can glide, sylphs can hold themselves in place in the air by rapidly beating their feathered arms. This expends a great deal of energy. Therefore, sylphs tend to have exceptionally large appetites despite their diminutive size. Many traditional sylph delicacies are remarkably sweet.

A well-fed sylph also has a remarkable ability to overcome injuries. While sylphs on the move can be a blur, when they eventually do rest, these tiny folk do so with such intensity that others may think they've died.

Full Hearts

The energetic and boisterous nature of sylphs might at first seem to contrast their silent patron Amaranthine, Ostelo the Sacrifice. However, sylphs who follow Ostelo see their liveliness as a way of honoring her. Because Ostelo died sacrificing herself to save her nestmates and can no longer experience all of life's joys, sylphs try to make the most of their lives on her behalf. The wanderlust they experience is said to be Ostelo encouraging them to listen to their own hearts. Many sylphs also instinctively leap into the fray to help others, no matter the danger to themselves, following Ostelo's example.

Sylph Names

When naming their chicks, sylph parents often pick names that give a feeling of action, motion, or speed. Traditional family names are either drawn from notable characteristics of an ancestor or a pair of locations the family once migrated between.

Example Sylph Names

First Names: Chase, Clipper, Fleet, Quest, Ram, Sojourn, Snapper, Sway, Swift, Tilt, Trecker, Zip

Family Names: Alderheart-Rivergate, Clearwing, Cleave-Underwell, Hoppoff, Nectarneck, Petalscuff, Quickpeck, Rimebaar-Axxin, Tailtrailer, Tarnmire-Cavernhearth

SYLPH TRAITS

The sylph species is inspired by hummingbirds. They also are a good fit for characters based on other small birds, such as finches, flowerpeckers, and swifts.

Ability Score Increase. Increase one ability score by 2 and another ability score by 1. To play a typical sylph, choose Dexterity and Constitution. Alternatively, increase three ability scores by 1.

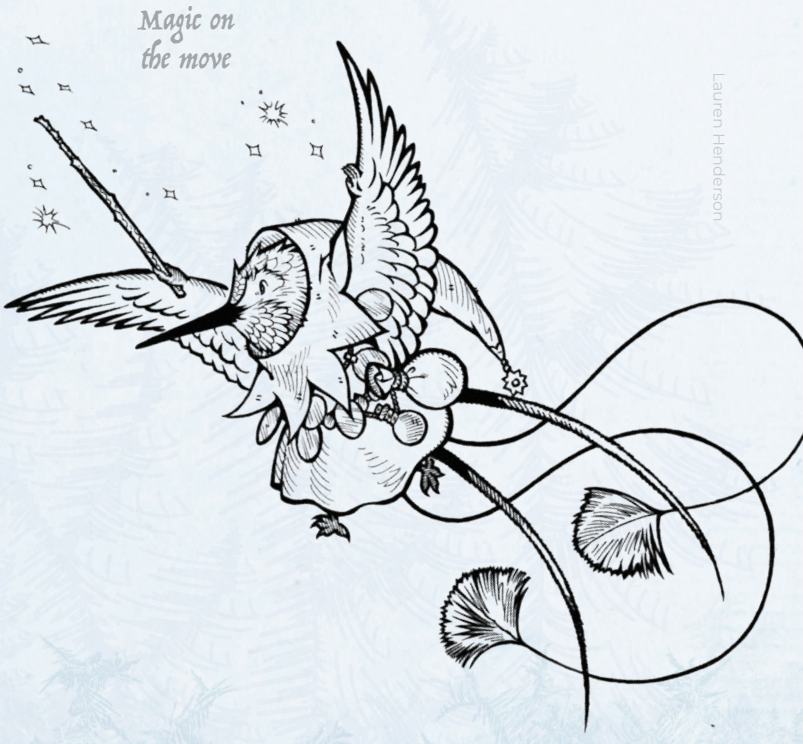
Creature Type. You are a humanoid.

Age. Sylphs have an average lifespan of between 60 and 70 years. They are considered adults at the age of 18.

Size. Most sylphs are under 2-and-a-half feet tall. Your size is Small.

Speed. Your base walking speed is 35 feet.

Determined. You have advantage on saving throws against being frightened and against effects that would give you exhaustion.



Healing Stillness. When you take a short rest, you can choose to enter a deep slumber that lasts at least 1 hour to preserve your energy. During this slumber, you are unconscious. If you spend any Hit Dice while resting in this way, roll each Hit Die twice and use the higher roll. If you wake early from your slumber, you do not gain this benefit, but you can still spend Hit Dice as normal and gain the normal benefits of a short rest if you complete it.

Hover. By beating your feathered forearms rapidly, you can hold yourself steady in the air for a brief period. When falling or jumping, you can use your reaction to halt your descent and hover in place. On subsequent turns, you must use a bonus action to continue hovering. When you stop hovering, you glide straight down at a rate of 30 feet per round, and you don't take any damage from the fall or land prone. You cannot glide while carrying heavy weapons or wielding a shield (though you may drop any held items as part of your reaction to spread your arms). You cannot hover while wearing heavy armor, while encumbered, or incapacitated.

Quick Reflexes. You can take an extra reaction. You can't use this trait again until you finish a short or long rest.

Moving Target. When you take the Dash action, the next attack made against you before the start of your next turn is made with disadvantage as long as you are not incapacitated.

Wing Flap. As a bonus action, you can use your feathered arms to propel yourself upward a distance equal to half your movement speed. You can use it in conjunction with a regular jump, and can use your hover trait following a wing flap.

Languages. You can speak, read, and write Birdfolk and one other language of your choice. You can also understand Auran, though you can't speak it.

"Oh no you don't, that one is mine!"
- Cronch, wild-hearted sylph barbarian

Tiffany Turrill

Tilia

Tilias are reptilian folk known for their curiosity, openness, and joviality. Creativity and open-mindedness are cornerstones of tilia society, and those seen as sophisticated are held in great regard. The most respect, however, is afforded to those who can advance their agendas subtly through wit and charm.

Rhetoric and Revelry

Tilia culture celebrates an array of festivities believed to be necessary to keep the world turning. These revels generally center on important natural events, such as the solstices or the changing of seasons, and are overseen by the Amaranthine Gebbo, the tilias' patron. The most superstitious tilias believe that refusing to participate in merrymaking angers Gebbo, who will bring misfortune to any spoilsports.

Tilias raised in this culture of revelry are taught to see life as a performance, an art form only perfected through a lifetime of different roles. For such tilias, true wisdom can only be gained through a plethora of experiences. Therefore, many tilia embark on journeys to learn more about the world, logging their travels both for entertainment and enlightenment.

Curiosity and Creativity

Tilias enjoy seeking out the new and unfamiliar, devoted to broadening their perspectives and deepening their understanding of the world. By absorbing the different ways people draw meaning from the world, tilias can create a more vibrant picture of the world for one another. As a result, tilia culture is a vibrant patchwork of experiences, focused on learning, sharing, and self-expression.

Playing Politics

Though tilias tend towards friendliness and cooperation, their interactions drip with intrigue. Those in positions of power must play a careful balancing act, subtly strengthening allies and weakening rivals without appearing rude or dull. For tilias, politics is a game that can be won or lost; some play fair, but others are more than willing to cheat.

Experimental Temperaments

Tilias are renowned for their tradition of alchemy. Combining the knowledge of several different schools with the local flora of the Tanglewilds, they have made great strides in potioncraft, especially in the development of healing salves. The alchemy they perfected by working with the jungle's flora have been expanded on by tilias in other lands and biomes.

Alchemists are highly respected within tilia culture, and the more experimental their brews, the higher their esteem. Discovering an exciting new reagent or developing an innovative recipe is a perfect reason to celebrate.

Scaled Tales

As the only common scaled folk on a continent filled with furred and feathered folk, tilias have many idiosyncrasies that can confuse others. Other folk sometimes struggle to understand their motivations, as tilias often seem to act against their own best interests. For example, though tilias have a strong natural dislike for the cold, this does not stop them from exploring frosty locations such as the Crystal Expanse. Due to this, tilias have a reputation as peculiar and eccentric folk. They are often underestimated by others who don't realize the depths of their plans and the hidden motives behind their strange behavior.

Tilia Names

Tilias favor poetic names that twist the tongue. First and last names often contain similar sounds. However, some tilia children are given names that aren't alliterative but instead produce a unique or unexpected sound when said together.

Example Tilia Names

Male Names: Alamandra, Cleondro, Drack, Fungee, Lollor, Mereeo, Olleero, Reeo, Spleck, Sleeklee, Tollondro

Female Names: Aellea, Dollopenta, Eellee, Fleeo, Lorrol, Marapendra, Nanallo, Reesdra, Serapenta, Ullamua

Neutral Names: Clee, Clandra, Dorri, Liai, Nolaroa, Rorri, Smanni, Sollosee

Family names: Angllamora, Callaguana, Dollorendo, Marandro, Nutrandro, Repdralla, Smandra, Skincomora, Todoranthia

TILIA TRAITS

The tilia species is inspired by geckos and other reptiles. They are a good fit for characters resembling small lizards of all kinds. Tilias often have bright-colored or patterned scales that blend in with the leaves and trees of the forest. They tend to prefer balmy climates with lots of lush greenery. Many tilias are found throughout the jungles of the Tanglewilds and the windswept Gasparian Isles far to the east of Wesden.

Ability Score Increase. Increase one ability score by 2 and another ability score by 1. To play a typical tilia, choose Dexterity and Charisma. Alternatively, increase three ability scores by 1.

Creature Type. You are a humanoid.

Age. Tilia are considered adults by the time they are 15 and have an average life span between 50 and 60 years.

Size. Tilias range from smaller builds that are just under 3 feet tall to around 5 feet tall and have long bodies that tend to be lighter than they look. Your size is Medium or Small.

Speed. Your base walking speed is 30 feet. You have a climbing speed of 30 feet.

Darkvision. Your eyes need very little light to see. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Forest Cunning. You have advantage on Dexterity (Stealth) checks made to hide in forests and jungles.

Sticky Grip. Your hands and feet have special pads that allow you to climb in extraordinary ways. You can climb upside down or on difficult surfaces without making ability checks.

Sticky Tongue. Your long, sticky tongue can be used to grab distant objects. As a bonus action, you can grab an object with your tongue weighing 20 pounds or less that you can see within 15 feet of you. Your tongue adheres to the object and pulls it toward you in a straight line. You can catch the object with a free hand; otherwise, it lands at your feet. If the object is being held or carried by a creature, the creature can make an opposed Strength (Athletics) check against you to keep hold on the object.

Alternatively, you can use your action to project your tongue at a surface within 20 feet, pulling you directly toward it. This movement provokes opportunity attacks as normal.

Purifying Skin. Your scales secrete an oil that protects you from infection. You have advantage on saving throws made to resist disease.

Shedding Skin. When you take acid or poison damage, you can use your reaction to shed your skin, revealing fresh scales underneath and reducing the damage you take by half. You can also use this ability as a reaction to end any ongoing damage effect caused by sticky material, such as alchemist's fire or a monster's corrosive spit. You can't use this trait again until you complete a long rest.

Scaly Subtlety. You have proficiency in either the Deception or Persuasion skill (your choice). Non-tilia humanoids have disadvantage on Insight checks made against you.

Languages. You can speak, read, and write Birdfolk and Tilian.

"Wait, I think I solved it! Come drink it before it goes bad!"
-Breelu, botanist and potion maker

Josiah Cameron

New Subclasses

This section presents three new subclass options: the deep-roots sorcerers that draw upon the inherent power of Everden, the Oath of Mysteries paladins who seek to expose what is hidden, and the bold wrangler monks that are maestros with a whip.

DEEP-ROOTS SORCERER

The world of Everden hums with natural magic. Some folk possess the innate ability to absorb, store, and redirect this energy within themselves. Deep-roots sorcerers may have been born with this skill or showed an aptitude for it from an early age. Others have become attuned to the resonance of the world through years of patient and intentional contemplation. These sorcerers are often marked by their connection to the landscape, taking on physical features that mirror the terrain around them. As living batteries, they can absorb massive amounts of arcane power not only from nature but also from other magic users.

Sorcerous Mark

As you absorb energy from your surroundings, you become physically and emotionally changed. Natural magic leaves its mark on your body, a sign of your close connection to the environment. Choose a sorcerous mark from the **Deep-Roots Sorcerous Marks** table or roll to determine it randomly. You can also choose to create your own sorcerous mark inspired by these suggestions.

"Who am I? Who are any of us? I know one thing... we are all bound by the rhythm, I can feel it in my feathers..."
- Frett, strig deep-roots sorcerer

Tiffany Turrill

Deep-Roots Sorcerous Marks

d6	Mark
1	One of your features, such as your horns, spines, or talons, is composed of local stone.
2	Your eyes always reflect the place where you were born rather than where you are now.
3	Regional plants sprout from your head.
4	When you move from one terrain to another, your personality shifts.
5	When injured, you bleed sap rather than blood.
6	Small animals tend to be relaxed around you and may nest in your fur, feathers, or clothes.

Grounded Magic

Starting at 1st level, you learn new deep-roots sorcerer spells when you reach the sorcerer levels listed on the Deep-Roots Spells table. **Deep-roots spells** count as sorcerer spells, but don't count against the number of sorcerer spells you know.

Deep-Roots Spells

Sorcerer Level	Spells
1st	*create or destroy water, entangle*
3rd	*barkskin, shatter*
5th	*revivify, vampiric touch*
7th	*control water, stone shape*
9th	*commune with nature, hallow*

Natural Battery

Starting from 1st level, you store arcane energy within your body. Your Natural Battery dice pool represents how much arcane energy you currently have stored. When you are hit by an attack that deals magical damage, or cold, fire, force, lightning, or radiant damage, you can use your reaction to halve the damage you take and add 1d6 to your Natural Battery dice pool. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

When you damage a creature with a spell, you can spend any number of d6s from your Natural Battery dice pool to add a bonus to the spell's damage. You choose the type of bonus damage: cold, fire, force, or lightning damage. You lose any remaining dice in your Natural Battery dice pool when you finish a long rest.

When you reach 9th level in this class, your Natural Battery dice increase to d8s, and when you reach 17th level, they increase to d10s.

In Tune with the Land

At 1st level, you know the druidcraft cantrip and can understand and speak Terran, the elemental language of earth.

Land's Harmony

At 6th level, your connection with the land deepens and further alters you. Depending on the terrain in which you most recently finished a long rest, you gain one benefit from the **Land's Harmony Effects** table. The effect lasts until you complete your next long rest.

Land's Harmony Effects

Terrain	Benefit
Arctic	You gain resistance to cold damage.
Coast	You can cast the *water breathing* spell once per day without expending a spell slot.
Desert	You gain resistance to fire damage.
Forest	You can cast the *speak with plants* spell once per day without expending a spell slot.
Grassland	Your walking speed increases by 5 feet, and you can use the Disengage action as a bonus action.
Mountain	You can cast the *call lightning* spell once per day without expending a spell slot.
Swamp	You ignore nonmagical difficult terrain.
Underground	You gain darkvision out to 60 feet. If you already have darkvision, its range extends by 30 feet.

Taking Root

Starting at 14th level, your connection with nature further energizes you. When you take a short rest, you can add one die to your Natural Battery dice pool. You can use this feature a number of times equal to your Charisma modifier, and you regain all expended uses when you finish a long rest.

Energy Transformation

At 18th level, your control over the power that gathers within you becomes more disciplined. As a bonus action, you can convert any number of dice in your Natural Battery dice pool into sorcery points and vice versa.

OATH OF MYSTERIES PALADIN

The Oath of Mysteries commands paladins to seek out harmful secrets and carefully shepherd the disclosure of dangerous truths. Lost histories and new frontiers call to these paladins who seek to understand the unsolved enigmas of the world. They relentlessly carry out investigations by studying clues, conspiracies, and conundrums from multiple angles. Though they may present themselves as gentle scholars, these paladins are capable warriors due to their keen ability to use magic and spot an opponent's weaknesses.

Tenets Of Mysteries

All paladins of the Oath of Mysteries share some variation of the first two tenets of mysteries: seek truth and knowledge is power. However, the latter two tenets of mysteries, wield wisdom wisely and spread understanding, are on opposing sides of an ideological split. Some paladins consider themselves wise arbiters, hiding away knowledge they consider too dangerous for the world. Others feel their discoveries belong to everyone and spread information far and wide.

Seek Truth. Cut away the deceptions that cloud your mind with the sharp blade of truth.

Knowledge is Power. To ensure victory, learn more of your enemy than they learn of you.

Wield Wisdom Wisely. For the safety of all, there must be a time to speak honestly and a time to withhold.

Spread Understanding. Secrets are poison to true harmony. Share what you have learned.

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Mystery of Concealment. As an action, you can hide yourself and others from magical detection. Choose a number of creatures up to your proficiency bonus within 20 feet of you. For the next hour, you and these creatures can't be affected by any divination magic or perceived through magical scrying sensors. If you or any of these creatures would be targeted in this manner, you become aware of the divination spell and as a reaction, you can choose to disrupt it with an illusion.

Additionally, all targets gain a bonus to Stealth checks equal to your Charisma modifier (minimum of +1) while they are within 20 feet of you.

Mystery of Revelation. As a bonus action, you examine a creature within 30 feet of you that you can see. You become aware of any damage resistances or vulnerabilities the target has, and for 1 minute, whenever you hit the target with an attack, you deal an additional 1d8 damage of a type of your choosing.

Oath Spells

You gain the following oath spells at the paladin levels listed. Once you gain access to an oath spell, you always have it prepared. Oath spells don't count against the number of spells you can prepare each day, and they count as paladin spells for you.

Oath of Mysteries Spells

Paladin Level	Spells
3rd	*detect magic, identify*
5th	*knock, pass without trace*
9th	*clairvoyance, glyph of warding*
13th	*confusion, secret chest*
17th	*legend lore, mislead*

Investigator Training

At 3rd level, you gain proficiency in the History and Investigation skills. Whenever you make an ability check using the History or Investigation skill, you gain a bonus to the check equal to your Charisma modifier (minimum of +1).

Aura of Inquiry

Starting at 7th level, you emit an observant aura while you aren't incapacitated. You and friendly creatures within 10 feet of you can make Wisdom (Perception) checks as a bonus action and add a bonus to Perception and Insight checks equal to your proficiency bonus.

When you reach 18th level in this class, the range of this aura increases to 30 feet.

Chastise the Dishonest

At 15th level, you develop the ability to spot deception and punish liars. As an action, you can extend an aura of truth around yourself in a 20-foot radius that lasts for 10 minutes. When a creature in the affected area tells a deliberate lie, you know it is lying and can choose to use your reaction to force the creature to make a Charisma saving throw. A creature takes radiant damage equal to 2d10 + your Charisma modifier on a failed save, or half as much damage on a successful save.

Achieve Illumination

At 20th level, the mysteries of the world unfold before you. As an action, you can magically become infused with unyielding truth, gaining the following benefits for 1 minute:

- You have truesight out to a range of 120 feet.
- You can understand all spoken, signed, and written languages.
- On your turn, you can use a bonus action to cause a creature within 60 feet of you that you can see to become vulnerable to a damage type of your choice until the end of your next turn.

You can't use this feature again until you finish a long rest.

"Squire Zeez, light! I need more light!"
- Ser Slipsilver, Oath of Mysteries paladin

Christina Kraus

WAY OF THE WRANGLER MONK

Across the sweeping grasslands of Firnveldt and beyond, the monks who follow the Way of the Wrangler guide herds of animals safely across the wilds. A wrangler is never found without their trusty whip, which they use to maneuver all manner of creatures around the battlefield.

Wranglers are often seen as reckless daredevils, and many lean into this reputation, earning a living doing perilous stunts at fairs and festivals. Some wranglers prefer to lead a quieter life, helping people better understand and commune with the beasts of Everden.

Wrangler Training Tradition

When you choose this tradition at 3rd level, you gain proficiency in the Animal Handling skill if you don't already have it. Your hand-to-hand combat skills mix with the talents of a herder. When you make a Wisdom (Animal Handling) skill check, you add your Dexterity modifier to the check in addition to your Wisdom modifier and proficiency bonus. You also gain proficiency with the whip, and it is considered a monk weapon for you.

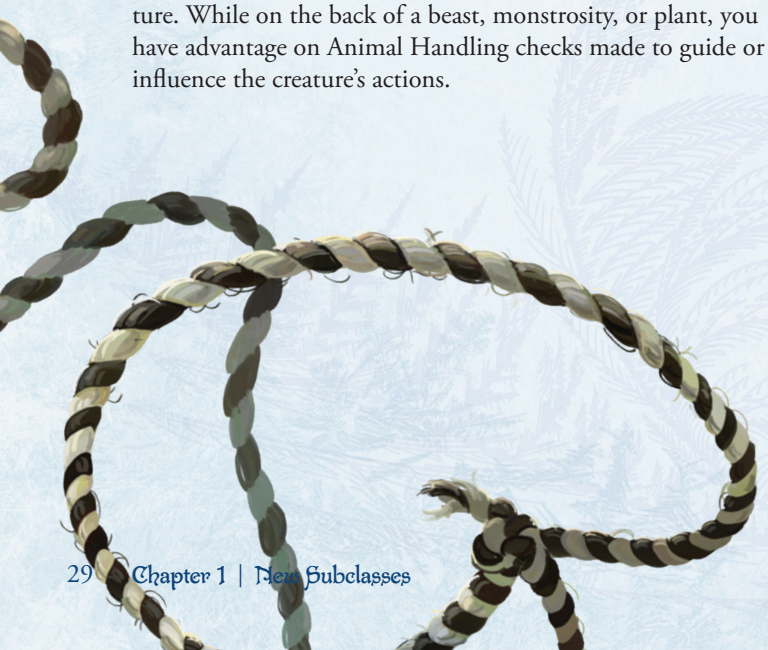
Additionally, by spending 10 minutes communing with a beast that is friendly to you, you can regain ki points equal to your Wisdom modifier. You must finish a long rest before you can use this feature again.

Monster Rider

At 3rd level, you gain the ability to hop across the battlefield on the backs of larger creatures, as well as maneuver creatures using your whip.

Lasso. When you make a successful attack roll with your whip against a creature that is Medium or Large, you can forgo doing damage to grapple the creature instead. The DC to escape this grapple = 8 + your proficiency bonus + your Dexterity modifier. You can end the grapple as a free action. The grapple also ends if you are disarmed or otherwise drop the whip.

Mount. When you have a nonhumanoid creature that is larger than you grappled by your whip, you can use a bonus action to spend 1 ki point and immediately pull yourself up onto its back or shoulders. This ends the grapple on the creature. While on the back of a beast, monstrosity, or plant, you have advantage on Animal Handling checks made to guide or influence the creature's actions.



Monster Guider

When you reach 6th level in this class, your skill with your whip becomes more refined. You can wield a whip with a reach 5 feet greater than normal, allowing you to wield whips with a reach of 15 feet. You can also use your whip to lasso creatures that are Small, Medium, Large, or Huge.

Your ability to wield whips with greater reach increases again when you reach higher levels in this class, increasing to 20 feet at 10th level, 25 feet at 14th level, and 30 feet at 17th level.

Additionally, when you successfully grapple a creature with your whip, you can spend 1 ki point to move that creature a number of feet up to the reach of your whip in any direction, temporarily ignoring the effects of the grapple. Furthermore, you gain the ability to channel your ki into your interactions with beasts. As an action, you can spend 1 ki point to cast the *speak with animals* spell without components and without expending a spell slot.

Leader of the Herd

At 11th level, you give off an aura that endears you to animals, and they will come to your aid. As an action you can spend 2 ki points to target a beast within 30 feet who is able to hear you. The target is charmed by you for 10 minutes and can understand rudimentary commands. You can have a number of creatures charmed simultaneously equal to your Wisdom modifier. If you or an ally harm a creature charmed by this feature, the charm condition ends immediately.

Additionally, as an action, you can spend 6 ki points to cast the *spectral stampede** spell without components and without expending a spell slot. Your spellcasting ability for this spell is Wisdom.

Freedom of the Plains

When you reach 17th level in this class, almost nothing can slow you down. You can't be restrained, and you ignore difficult terrain.

Lasso Master

At 17th level, your skill with your whip is unparalleled. You can use your whip to lasso creatures of any size. Each time you first grapple a Gargantuan creature with your whip, you must succeed on a contested skill check using your Wisdom (Animal Handling) against the target's Strength (Athletics) to be able to use your Monster Rider and Monster Guider features on it. If the target succeeds on the contested check, your grapple ends.

Additionally, when a creature within reach of your whip hits you with an attack, you can use your reaction and spend 3 ki points to make a whip attack against them. On a hit, you can choose to have your attack deal no damage to grapple the creature with your whip and reduce the damage you take from the creature's attack to 0. You must declare this reaction before damage for the attack is rolled.

"My friends, being in the jaws of danger will never get old."
- Westbranch, mustel wrangler

Emory Kjelsberg

New Class: Gadgeteer

The gadgeteers of Everden are inventors, crafters, and engineers who harness myriad power sources to create unusual and powerful technologies. It is said that gadgeteers are beloved by Gesme, the Amaranthine of innovation. Some believe that recent technological leaps mean that Gesme has turned her sharp eye upon the world more closely once again.

Some gadgeteers tap into the elemental energies of the Great Rhythm, many tinker with the mechanical energy of coils and springs, and others manipulate the living energy within plants. The gadgets created by gadgeteers vary greatly in appearance and function. One gadgeteer might create a cloak of living brambles that protects them from harm and allows them to fly. Another might build a powerful staff equipped with a grappling hook at one end and a flamethrower at the other. A third might create a small companion from shining crystals that can emit a cloud of fog. Each gadget has a unique appearance based on the creative vision of its maker.

As a gadgeteer, you might seek lost knowledge of the ancient Fizzars or lend your expertise to the new flowering of technology that has emerged in recent years. You may be part of an inventors' guild or choose to work on your projects alone. Adventurous gadgeteers can be found in all corners of Everden, building their peculiar contraptions and studying the world around them for inspiration.

Gadgeteer Table

Level	Proficiency Bonus	Features	Active Gadgets	Total Scrap	Maximum Component Tier
1st	+2	Gadgeteering, Frames, Components	2	3	1
2nd	+2	Always Prepared	2	4	1
3rd	+2	Gadgeteer Path	2	5	1
4th	+2	Ability Score Improvement	2	6	1
5th	+3	Signature Frame, Hot Swap	3	7	1
6th	+3	Gadgeteer Path Feature, Tools and Talent	3	8	1
7th	+3	Component Tier Upgrade, See How It Ticks	3	9	2
8th	+3	Ability Score Improvement	3	10	2
9th	+4	Gadgeteer Path Feature	4	11	2
10th	+4	Sufficiently Advanced Technology	4	12	2
11th	+4	Sacrificial Scrapping	4	13	2
12th	+4	Ability Score Improvement	4	14	2
13th	+5	Gadgeteer Path Feature	5	15	2
14th	+5	Component Tier Upgrade, Magic Item Hacking	5	16	3
15th	+5	Seasoned Researcher	5	17	3
16th	+5	Ability Score Improvement	5	18	3
17th	+6	Gadgeteer Path Feature	6	19	3
18th	+6	Favorite Component	6	20	3
19th	+6	Ability Score Improvement	6	21	3
20th	+6	Masterpiece	7	22	3

Class Features

As a gadgeteer, you have the following class features.

Hit Points

Hit Dice: 1d8 per gadgeteer level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per gadgeteer level after 1st

Proficiencies

Armor: Light armor
Weapons: Simple weapons
Tools: Tinker's tools; plus, choose two from carpenter's tools, cobbler's tools, glassblower's tools, leatherworker's tools, mason's tools, smith's tools, weaver's tools, and woodcarver's tools
Saving Throws: Constitution, Intelligence
Skills: Choose four from Arcana, History, Investigation, Medicine, Nature, Perception, Sleight of Hand, Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- Two sets of artisan's tools of your choice
- (a) a burglar's pack, (b) a dungeoneer's pack, or (c) a scholar's pack
- Leather armor, a light crossbow with 20 bolts, and a light hammer

Gadgeteering

Innovation lies at the heart of gadgeteering, creating useful items with endless possibilities. Gadgets are crafted from scrap, an abstract resource that represents your natural tendency to accumulate useful bits and pieces throughout your adventures. You can spend scrap to construct gadgets from frames and components, as well as on other class features that you gain as you level up.

At 1st level, you have a maximum of 3 scrap to build and customize your gadgets, and you gain more scrap as you level up in this class, as shown in the **Gadgeteer Table**.

During a long rest, you can dismantle and construct as many gadgets as you like, up to your maximum number of active gadgets, as shown on the **Gadgeteer Table**. The total amount of scrap used amongst all your gadgets cannot exceed your maximum total scrap as determined by your gadgeteer level. You may have some leftover scrap between long rests, which can be used to fuel some of your gadgeteer class and subclass features.

Intelligence is your ability modifier for your gadgets; your efficient and clever craftsmanship allows you to use your gadgets skillfully, regardless of your agility or physical strength. When you make an attack with a gadget or activate a gadget's features, you use your Gadget attack modifier or Gadget save DC.

Gadget attack modifier = your proficiency bonus + your Intelligence modifier
Gadget save DC = 8 + your proficiency bonus + your Intelligence modifier

Frames

Each gadget consists of a frame, which provides the gadget's base structure and function, and components that add new abilities to the frame.

Frames come in three varieties: autonomous, handheld, and wearable. Each frame costs an amount in scrap and has a set of features that provide its basic functionality. Frames have a maximum number of component placements that represent how many components can be attached to them by spending additional scrap.

You can build gadgets using the following frames.

Scott Murphy

Autonomous Frame

This convenient gadget can act semi-independently.
Scrap Cost: 3
Component Placements: 3
Remote Control. Your gadget moves and acts on your turn, and you can use your bonus action to command it to move and take the Attack, Disengage, or Dash action. If you do not issue a command, it does not move and takes the Dodge action.
Mobile. Your gadget can move independently and has a walking speed of 20 feet. Its movement can involve legs, wheels, or any other form of locomotion chosen when you construct it.
Defenses. Your gadget has HP equal to twice your gadgeteer level, and its AC is 10 + your proficiency bonus. It is immune to poison and psychic damage.
Size. Your gadget is Tiny or Small.
Basic Function. Choose one of the following features:

- ***Melee:*** Your gadget has a reach of 5 feet and can use its action to make one attack that deals 1d6 piercing, slashing, or bludgeoning damage, which you choose when you first construct the gadget.
- ***Ranged:*** Your gadget can use its action to make one ranged attack of 30/60 feet that deals 1d4 piercing or bludgeoning damage, which you choose when you first construct the gadget.
- ***Utility:*** Your gadget has an additional component placement.

Handheld Frame

This versatile gadget requires two hands to wield.
Scrap Cost: 1
Component Placements: 2
Two-Handed. Your gadget requires two hands to hold and operate.
Basic Function. Choose one of the following features:
Melee. Using your action, you make a melee weapon attack with your gadget. Your gadget has a reach of 5 feet and does 1d8 piercing, slashing, or bludgeoning damage, which you choose when you first construct the gadget.
Ranged. Using your action, you make a ranged weapon attack with your gadget. Your gadget has a range of 30/60 feet and deals 1d6 piercing or bludgeoning damage, which you choose when you first construct the gadget.
Utility. Your gadget has an additional component placement.

Wearable Frame

This sturdy gadget can be worn like armor.
Scrap Cost: 2
Component Placements: 1
Bulky. You have disadvantage on Dexterity (Stealth) checks while wearing this gadget.
Reinforced. You have +1 to AC while wearing this gadget and while you are not wearing medium or heavy armor.
Worn. You must be wearing this gadget to benefit from its features. You can don the gadget using your action and doff it using a bonus action.
Basic Function. Choose one of the following features:

- ***Melee.*** Your gadget has a reach of 5 feet and does 1d8 piercing, slashing, or bludgeoning damage, which you choose when you first construct the gadget.
- ***Ranged.*** Your gadget has a range of 30/60 and does 1d6 piercing or bludgeoning damage, which you choose when you first construct the gadget.
- ***Utility.*** Your gadget has an additional component placement.

Components

Components represent upgrades and abilities that can be attached to frames to customize your gadgets. There are three categories of components: combat, defense, and utility. Each component has a scrap cost, which must be paid when it is constructed and added to the frame. A frame can't support two of the same type of component, but you can build multiple gadgets with the same components.

Some components can be built at higher tiers that provide stronger effects at a higher scrap cost. You gain access to higher-tier components as you gain levels in the gadgeteer class. When you reach 7th level in this class, you can construct tier 2 components, and when you reach 14th level in this class, you can build tier 3 components. The scrap cost of a tiered component is equal to its tier.

You can build gadgets using the following components.

Armored

Defense component
Scrap Cost: Equal to tier
Your gadget is reinforced and provides extra protection in the heat of battle. While wielding or wearing this gadget, you gain a boost to your AC equal to the tier of this component. If this component is added to an autonomous frame, the gadget gains the AC bonus instead, and its hit points are calculated according to the table below.

Tier	Bonus to AC	Autonomous Gadget Hit Points
1	*+1 AC*	HP equal to three times your gadgeteer level
2	*+2 AC*	HP equal to four times your gadgeteer level
3	*+3 AC*	HP equal to five times your gadgeteer level

Auto-Cover

Utility component
Scrap Cost: 2
Your gadget allows you to provide yourself and your allies an area of cover. You can use an action to activate this component, which creates a cloud of debris in a 10-foot-radius sphere centered on the gadget. Any creatures standing within this radius are lightly obscured and benefit from half cover. This effect lasts for 1 minute or until you deactivate it as a free action on your turn. You can use this feature a number of times equal to your proficiency bonus, and the gadget regains all expended uses after you finish a long rest.

Auto-Shielding

Defense component

Scrap Cost: 2

Your gadget can blanket you and nearby allies in a protective buffer that can help shield them from harm. As an action, you can choose a number of targets equal to your Intelligence bonus (minimum of 1) within 30 feet of the gadget. Each target gains temporary hit points equal to 1d8 + your gadgeteer level. You can use this feature a number of times equal to your proficiency bonus, and the gadget regains all expended uses after you complete a long rest.

Communications Relay

Utility component

Scrap Cost: 2

Your gadget allows you to communicate with allies secretly. When you build this component, choose up to four creatures to provide with a receiver. While you have this gadget equipped, you can use an action to send a message to any creature with a receiver within 120 feet of you. They hear your messages as though you were whispering to them and can use the receiver to reply.

Enhanced Weapon

Combat component

Scrap Cost: Equal to tier

You have improved the accuracy and damage output of your gadget. Your gadget gains a bonus to its attack and damage rolls equal to its tier, and it is considered magical for the purpose of overcoming resistances and immunities.

Tier	Attack/Damage Bonus
1	+1 bonus
2	+2 bonus
3	+3 bonus

Elemental Damage

Combat component

Scrap Cost: Equal to tier

You have enhanced your gadget to allow it to channel elemental energies during attacks. When you craft this component, choose acid, cold, lightning, fire, or thunder damage. On a hit, your gadget deals additional damage of that type. The amount of additional damage depends on the component's tier.

Tier	Additional Damage
1	+1d6 damage of your chosen type
2	+3d6 damage of your chosen type
3	+6d6 damage of your chosen type

Flight

Utility component

Scrap Cost: Equal to tier

Your gadget allows you (or itself) a limited ability to fly. While wielding or wearing this gadget, you gain a flying speed based on the tier of the component. If this component is added to an autonomous frame, the autonomous gadget gains the flying speed instead.

Tier	Flight Speed
1	20 feet
2	40 feet
3	60 feet

Grabber

Combat component

Scrap Cost: 2

Your gadget can stop opponents in their tracks. On a hit, you can choose to forgo doing damage with this gadget to grapple the target instead. While you have a creature grappled this way, you have advantage on attacks made against the grappled creature, but you can't target other creatures with this gadget until this grapple ends. The DC to escape this grapple is equal to your Gadget save DC.

Heavy-Duty

Utility component

Scrap Cost: Equal to tier

Your gadget has been built to hold more components for more versatility. Your gadget gains a number of additional component placements equal to the component's tier. Additionally, the Heavy-Duty component does not take up a component placement.

Tier	Additional Component Placements
1	1 additional placement
2	2 additional placements
3	3 additional placements

Lightweight

Utility component

Scrap Cost: 2

Your gadget is made out of light materials, making it easier to handle and less bulky. This component's effect depends on the frame it's attached to:

- Autonomous: The speed of this gadget is doubled.
- Handheld: This gadget can be operated with one hand.
- Wearable: You don't have disadvantage on Dexterity (Stealth) checks while wearing this gadget.

Quick Draw

Utility component

Scrap Cost: 3

Your gadget is built for speed and ease of use. This component's effect depends on the frame it's attached to:

- Autonomous: Your gadget can make two attacks when you command it to take the Attack action.
- Handheld: You can attack using this gadget or activate one of its components using a bonus action.
- Wearable: Your walking speed increases by 15 feet while wearing this gadget.

OTHER CREATURES USING GADGETS
When you give a gadget to another creature to use, they can activate the defensive and utility components and use your Gadget save DC for any saves. Other creatures can't activate the offensive components of your gadgets unless otherwise specified. Another gadgeteer can use your gadget fully, using their own Intelligence to determine the Gadget attack modifier or Gadget save DC, but they can't use a gadget that contains components of a higher tier than they are able to construct.

Always Prepared

At 2nd level, you can use extra scrap to construct helpful objects provided you have a suitable set of tools. During a short rest, you can spend 1 scrap to create up to four nonmagical pieces of adventuring gear worth 30 gp or less in total. Once you have used this ability, you can't use it again until you complete a long rest. You can regain the scrap used to create these items when you finish a short or long rest and spend time deconstructing them. When you use scrap to create expendable items, you regain that scrap when you finish a long rest.

When you reach 10th level in this class, the total value of the adventuring gear you can create with this ability goes up to 60 gp.

Gadgeteer Path

At 3rd level, choose one of the gadgeteer paths as you begin to specialize in manipulating a particular form of energy with your gadgets. Your path grants you features at 3rd level and again at 6th, 9th, 13th, and 17th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. You can forgo taking this feature to take a feat of your choice instead.

Signature Frame

Beginning at 5th level, you begin to specialize in one style of gadget frame. Choose from one of the following options:

- **Autonomous.** You can add the Sentient component to your autonomous frames.
- **Handheld.** When you construct a handheld frame, it has 3 component placements.
- **Wearable.** When you construct wearable frames, they have a scrap cost of 1.

Sentient

Utility component
Scrap Cost: 2
Your autonomous gadget has a mechanical mind of its own that allows it to make its own decisions. An autonomous gadget with this component does not require you to use your bonus action to give it commands on your turn. Instead, it acts on its own turn in initiative, adding your Intelligence modifier to its initiative roll. It obeys your commands and is friendly toward you and your companions. It has an Intelligence score of 8, a Wisdom score of 12, and a Charisma score of 8. Additionally, it is no longer immune to psychic damage and is considered a creature with the construct type for the purposes of being targeted by spells. It uses your saving throws when making Strength, Dexterity, and Constitution saves.

Hot Swap

At level 5, you gain the ability to adapt to situations on the fly. During a short rest, you can remove one component from an active gadget. You can then add one component to an active gadget as long as the frame has sufficient component placements, you have sufficient scrap, and the component is of a tier you can create. When you reach 9th level in this class, you can switch two components in this way, and when you reach 13th level, you can switch three components.

Tools and Talent

Starting at 6th level, your practice with the tools of your trade pays off as you develop expertise. Choose two of your tool proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of these chosen proficiencies.

See How It Ticks

At 7th level, your growing understanding of constructs lets you take them apart more easily. You have advantage on Intelligence checks made to examine constructs. Additionally, when you deal damage to a construct, your precisely placed attacks deal an extra 2d8 damage on a hit.

Sufficiently Advanced Technologies

Beginning at 10th level, your understanding of gadgets gives you insight into magic items. By spending 1 minute handling a magic item, you can learn its properties as if you had cast the identify spell. You can use this feature a number of times equal to your Intelligence modifier (minimum of once) and regain all expended uses when you complete a long rest.

Sacrificial Scrapping

From 11th level, you can shield yourself and your allies with your creations. As a reaction, when you or a creature within 5 feet of you is hit with an attack by a creature you can see, you can choose one of your active gadgets to bear the brunt of the attack. If you choose an autonomous gadget, it must be within 5 feet of the target of the attack. The gadget is destroyed and reverts to scrap, and the target takes half damage from the triggering attack. Once you have used this feature, you can't use it again until you have completed a long rest.

Magic Item Hacking

Beginning at 14th level, your tinkering allows you to make magic items more flexible. You can spend scrap to ignore any attunement restrictions that the magic item normally has. The amount of scrap you must spend depends on the item's rarity.

Magic Item Rarity	Scrap Cost
Uncommon	1
Common	1
Rare	2
Very Rare	3
Legendary	4
Artifact	5

When you attune to an item in this way, your spellcasting ability for using the item is Intelligence, your spell save DC = 8 + your proficiency bonus + your Intelligence modifier, and your spell attack bonus = your proficiency bonus + your Intelligence modifier.

When you reach 18th level in this class, you can also spend the same amount of scrap to allow another creature to exceed the total number of magic items they can attune to by one. This does not change the creature's spellcasting ability when using the item.

As an action while holding the hacked item, you can stop hacking it, regaining any scraps spen.

Seasoned Researcher

At 15th level, your experience enduring the occasional engineering mishap has taught you when to duck and when to run. You gain proficiency in Dexterity and Wisdom saving throws.

Favorite Component

Beginning at 18th level, choose one component. When adding this component to gadgets, it costs 1 fewer scrap. This can cause a component that usually costs 1 scrap to cost 0 scrap.

Masterpiece

At 20th level, you construct a single gadget worth up to 10 scrap. Constructing this gadget does not cost any scrap, and you can't convert it back into scrap. If your Masterpiece is destroyed, you can spend 8 hours rebuilding it without expending any scrap.

Josiah Cameron

Gadgeteer Paths

Gadgeteers all harness, transform, and direct energy through their gadgets, but over time, their experiments lead them to specialize in one particular form. Your choice of gadgeteer path reflects your interest in the world around you and your particular passion for creation and craft.

CULTIVATOR

Cultivators' studies of the natural world bear innovative fruit. Drawing inspiration from the plantshaping magic of the druidic order called the Tenders, cultivators grow or construct gadgets from organic materials such as mushrooms, plants, or slimes. These gadgeteers excel in working with the energy of living things.

Living Components

When you choose this path at 3rd level, you gain access to two special components that you can add to your gadgets.

Balmberry Branches

Utility component

Scrap Cost: Equal to tier

Your gadget bears fruit with healing properties. You can pluck 2 balmberries from the gadget when you complete a long rest and add them to your inventory. A creature can use a bonus action to consume a balmberry, which restores hit points depending on the tier of the component. The berries have no effect on constructs or undead creatures. Unconsumed balmberries shrivel and disappear the following dawn.

Tier	Healing
1	*1d4 + your Intelligence modifier*
2	*3d4 + your Intelligence modifier*
3	*6d4 + your Intelligence modifier*

Harmberry Branches

Combat component

Scrap Cost: Equal to tier

After a long rest, your gadget bears vicious fruit. You can pluck 2 harmberries from the gadget when you complete a long rest and add them to your inventory. As an action, a creature with a harmberry can make a ranged attack with it against a creature within 30 feet. On a hit, the target takes an amount of poison damage dependent on the component's tier. Additionally, on a hit the target must succeed on a Constitution saving throw against your Gadget save DC or become poisoned for 1 minute. A poisoned target can repeat this saving throw at the end of each of its turns, ending the effect on a success. A creature that consumes a harmberry immediately takes the poison damage and must succeed on a Constitution saving throw against your Gadget save DC or become poisoned for 10 minutes. Unconsumed harmberries shrivel and disappear the following dawn.

Tier	Poison Damage
1	*1d4 + your Intelligence modifier*
2	*3d4 + your Intelligence modifier*
3	*6d4 + your Intelligence modifier*

Plant Magic

At 3rd level, you learn the *shape plants** spell and can cast it a number of times equal to your Intelligence modifier (minimum of once), regaining all expended uses when you complete a long rest. Intelligence is your spellcasting ability for this spell.

Elegance of Nature

From 6th level, your studies of the natural world inform your problem-solving. You gain expertise in the Nature skill, meaning your proficiency bonus is doubled for any ability check you make with this skill. When you make a check with artisan's tools you are proficient with, you can add your Wisdom modifier to the roll as you are inspired by the world around you to craft new solutions.

Organic Specialization

At 9th level, your studies allow you to further specialize certain frames with what you've learned from the natural world. Depending on your Signature Frame, you gain one of the following abilities:

- ***Autonomous.*** As an action, you can spend any number of your unspent Hit Dice to transfer some of your vital energy to your autonomous frame. The frame regains hit points equal to the roll of your Hit Dice, and your Hit Dice are spent as if you had used them yourself.
- ***Handheld.*** When you build a handheld frame, one component of your choice grows directly from it. This component doesn't take up a placement on the frame, but it can't be removed or replaced unless the entire gadget is dismantled.
- ***Wearable.*** While wearing a wearable frame, you can use a bonus action to gain temporary hit points equal to your gadgeteer level. You can't use this ability again until you have finished a short or long rest.

Scrap Propagation

From 13th level, you gain further abilities to encourage living things to grow. You can spend a short rest encouraging a plant to grow its branches, leaves, or buds into useful forms that you can harvest and take with you. This harvested piece of the plant counts as 1 additional piece of scrap, which lasts until the following dawn.

Vital Energy Engineering

From 17th level, manipulating the energy of growth is as easy as picking ripe fruit. You can add the Auto-Shielding component to each of your gadgets without taking up a component placement on the frame.

"Who needs these flimsy wing-arms when I can grow a more effective set from scratch?"
- Divvy, sylph cultivator gadgeteer

Alannah Rose

ENGINEER

The path of the engineer emerged out of the mapach tradition of scroungecraft and the growing field of cogwork. These innovative inventors focus on mechanical energy, outfitting their gadgets with springs, cogs, and levers to produce powerful effects. They tend to be willing to get their paws or talons dirty, creating cunning solutions under pressure.

Crafty Components

When you choose this path at 3rd level, you gain access to two special components that you can add to your gadgets.

Quick Shield

Defense component

Scrap Cost: Equal to tier

When you are hit by an attack, as a reaction you can activate this component to give yourself a bonus to your AC equal to your Intelligence modifier (minimum +1) plus the component's tier that can potentially prevent the hit.

You only gain this bonus against the triggering attack.

Tier	Bonus to AC
1	Intelligence modifier +1
2	Intelligence modifier +2
3	Intelligence modifier +3

Multitool

Utility component

Scrap Cost: 2

Your gadget acts as your choice of artisan's tools, thieves' tools, or a musical instrument. If you don't have proficiency with the specified tool or instrument, you can add your proficiency bonus when making checks using the gadget containing this component. You can install this component up to three times on a single gadget.

Safety Equipment

At 3rd level, you gain proficiency in medium armor. Additionally, while wearing medium armor and using a gadget with a wearable frame, you gain the +1 bonus to your AC from its reinforced property as though you were wearing light or no armor.

Quick Study

Starting at 6th level, you learn that the first step to solving a problem is to identify the problem. You gain expertise in the Investigation skill, meaning your proficiency bonus is doubled for any ability check you make with this skill. On a successful Intelligence (Investigation) check made to interact with an object or trap, you grant the next creature to interact with that object or trap advantage on any checks or saving throws related to it.

Mechanical Specialization

At 9th level, your studies allow you to further specialize in certain frames using your mechanical knowledge. Depending on your Signature Frame, you gain one of the following abilities:

- ***Autonomous.*** Autonomous gadgets you build have a number of hit points equal to three times your gadgeteer level.
- ***Handheld.*** When you build a handheld frame, the reach or range for its effects is doubled.
- ***Wearable.*** When building a gadget with a wearable frame, you may choose one of the attached components to cost 1 fewer scrap, to a minimum of 0 scrap.

Upcycling

At 13th level, you find new ways to apply your innovations to upcycle items. You can build a gadget by using a nonmagical weapon or item as a frame and attach one component to it. When assembling a gadget in this way, you don't have to spend scrap on the frame. These upcycled items can be used by any creature, including the offensive, defensive, and utility components you applied. When other creatures use these upcycled items, they use your Gadget attack modifier and Gadget save DC.

Make More With Less

Starting at17th level, when you build gadgets during a long rest, you have 4 additional scrap to use on frames and components. You cannot exceed your active gadget maximum.

FIZZAR

Fizzars harness the natural, magical energies that thrum through the world of Everden, combining technology with the arcane. These gadgeteers have rediscovered the secrets of the ancient school of artificers called the Fizzars, though they gather elemental energy far more thoughtfully than their forebears. The original Fizzars blended art, science, and magic, with many seeing their work as a way of honoring the Amaranthines. Today, some follow in the footsteps of the ancient Fizzars, while others spend years seeking long-lost arcane blueprints out from archives and ruins.

Arcane Components

When you choose this path at 3rd level, you gain access to two special components that you can add to your gadgets.

Spell Emulator

Special component

Scrap Cost: Equal to tier

When you add this component to a gadget, choose one spell from the sorcerer's spell list that does not require concentration. The spell must be of a level equal to or less than the component's tier. The component allows you to cast this spell using your gadget a number of times equal to its tier and regains all expended uses when you finish a long rest. The spell uses your or Gadget attack modifier and Gadget save DC. When casting a spell in this way, you do not require components, but you must meet all the other requirements of the spell, including casting time and range.

Tier	Maximum Spell Level	Number of Uses
1	1	1
2	2	2
3	3	3

"Make way for progress - the future is coming whether you like it to or not!"
- Grifford, mapach engineer

Vinod Rams

Elemental Battery

Defense component

Scrap Cost: 2

While you are wielding this gadget, you can use your bonus action to gain resistance to one of the following damage types until the end of your next turn: acid, cold, fire, force, lightning, or thunder damage. Additionally, on a hit, the next attack you make before the end of your next turn does an additional 1d4 damage of the same type. You can use this ability a number of times equal to your proficiency bonus, and you regain all expended uses when you complete a short or long rest.

Art as Science

At 3rd level, you gain proficiency in the Performance skill.

Elemental Expertise

At 3rd level, choose one damage type from the following: acid, cold, fire, force, lightning, or thunder. When you deal damage of your chosen type using one of your gadgets and roll a critical hit, add an extra damage die of your chosen damage type in addition to the extra damage die for the critical hit. Additionally, you can choose to reroll any number of damage die and must use the new result.

When you reach 10th and 15th level in this class, choose an additional damage type.

Transferable Skills

Starting at 6th level, you can read *spell scrolls* the same way you read arcane blueprints. You can attempt to cast a spell from any *spell scroll* regardless of which spell list it comes from. To successfully use a *spell scroll*, you must make an ability check using your Intelligence modifier to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

Arcane Specialization

At 9th level, your integration of magic with technology allows you to further specialize certain frames. Depending on your Signature Frame, you gain one of the following abilities:

- ***Autonomous.*** Your autonomous gadgets gain resistance to one of the following damage types: acid, cold, fire, force, lightning, or thunder. You choose the type of resistance when you build the gadget.
- ***Handheld.*** Your handheld gadgets that deal damage deal an additional die of damage on a hit. This additional damage shares the base damage type of the gadget.
- ***Wearable.*** When you are hit with a melee attack, you can use your reaction to force the attacker to take 1d4 force damage for each wearable gadget you are wearing.

Arcane Drain

At 13th level you learn the *divert power** spell. You can cast this spell a number of times equal to your proficiency bonus and regain all uses after a long rest.

Elemental Overload

At 17th level, you've learned to overcharge your gadgets to devastating effect. As an action, you can cause one of your gadgets to explode. As part of this action, you can throw the gadget to a point within 30 feet of you or target an autonomous gadget you can see. Each creature within a 10-foot-radius sphere centered on the exploding gadget must make a Dexterity saving throw against your Gadget save DC. On a failed save, a creature takes force damage equal to 10 times the number of scrap used in the gadget, or half as much damage on a successful save. The gadget is destroyed, and you don't regain its scrap until you finish a long rest.

EXAMPLE GADGETS

The core power of the gadgeteer class is the flexibility to build varied gadgets to meet specific needs. The name, look, and flavor of your gadget is always up to you. Here are some examples of gadgets that you can build at 1st level and beyond.

FIERY LITTLE FRIEND

Autonomous gadget; Basic Function: Ranged, Size: Small, Speed: 20 ft.; Scrap Cost: 4

Elemental Damage Ranged Weapon Attack. Intelligence modifier + proficiency bonus to hit, range 30/60 ft., *Hit:* 1d10 piercing plus 1d6 fire damage.

FLIGHT OF FANCY SUIT

Wearable gadget; Basic Function: Utility, Worn, +1 to AC; Scrap cost: 6

Tier 2 Flight. You have a flight speed of 40 feet while wearing this gadget.

Lightweight. You don't have disadvantage on Dexterity (Stealth) checks while wearing this gadget.

HANDY DANDY GRABBY GRABBER

Handheld gadget; Basic Function: Melee, Two-handed; Scrap Cost: 3

Melee Weapon Attack. Intelligence modifier + proficiency bonus to hit, reach 5 ft., one target. *Hit:* 1d8 + Intelligence modifier bludgeoning damage. On a hit, you can choose to forgo doing damage with this gadget to grapple the target instead (escape DC = 8 + Intelligence modifier + proficiency bonus). While you have a creature grappled this way, you have advantage on attacks made against the grappled creature, but you can't target other creatures with this gadget until this grapple ends.

"We must uncover and protect these secrets, and learn to use them more wisely than the ones before us."
- Dohlu, capran Fizzar gadgeteer

Chris Seaman

New Backgrounds

You can use these backgrounds in addition to other available backgrounds for 5e and the backgrounds found in the ***Humblewood Campaign Setting***.

STONESINGER

You are a practitioner of stonesinging, an ancient art of arma hedges. This musical tradition has been passed down through generations, combining chants and percussion with the natural resonant tones of rocks. Stonesinging is often a communal art, with choirs of stonesingers all across Everden, each with their own traditions but all sharing the central tenet of respect for stones.

It is said that, long ago, the stones responded to skilled stonesingers with music of their own. The question of why the stones have fallen silent haunts stonesingers of today—anyone who finds a way to reawaken the stones will be hailed as the greatest of all stonesingers.

Skill Proficiencies: Insight, Performance
Tool Proficiencies: One type of musical instrument
Languages: Terran
Equipment: A musical instrument (one of your choice), a rock hammer, a songbook, a set of traditional robes, and a pouch containing 15 gp

Feature: Stonewise

You are attuned to the sounds of the earth. You can easily identify rocks and gems by tapping on them as an action to learn their properties and value in gp. You have advantage on Wisdom (Perception) checks while traveling through rocky terrain, and you can easily spot landslides, crevasses, and other natural hazards involving rocks without needing to make a skill check.

Suggested Characteristics

d8	Personality Trait
1	I am solemn and slow to anger.
2	I am fascinated by history and geography.
3	I collect pebbles everywhere I perform as a memento.
4	I feel most comfortable in a group of like-minded individuals.
5	I love adorning myself with stones, whether they are precious gems or not.
6	I jump at any chance to perform.
7	I get flustered by swift changes.
8	I talk to rocks when I'm trying to make a big decision.

d6	Ideal
1	**Obstinacy.** The stone does not yield to others, and neither do I. (Evil)
2	**Loyalty.** Be the steady rock that others can depend on. (Lawful)
3	**Attentiveness.** To learn to sing, we must first listen. (Neutral)
4	**Innovation.** Tradition is stifling; we need new songs to make the stones sing again. (Chaotic)
5	**Empathy.** Something does not need to be like me to deserve my sympathy. (Good)
6	**Tradition.** I carry the teachings of the stonesingers who came before and must pass them on to those who come after. (Lawful)

d6	Bond
1	I am the first stonesinger in my family, but my choir embraced me as one of their own.
2	I have a favorite rock that I carry everywhere with me.
3	My teacher was harsh and demanding, but they polished me into the skilled stonesinger I am today.
4	I meet many folk on my travels and have the privilege of sharing my stonesongs with them.
5	I have a skilled apprentice to whom I'm teaching the art of stonesinging.
6	I am determined to discover why the stones fell silent.

d6	Flaw
1	I doubt my skills and ability to continue the tradition.
2	When I perform with others, I can't help but show off.
3	I only became a stonesinger to please my parents; my heart isn't in it.
4	I charge money for my performances, scamming those who don't know tradition demands I perform my stonesongs as a gift freely given.
5	I lack a sense of rhythm.
6	While I might be good at listening to the rocks, I am bad at listening to people.

WARRENBORN

You grew up in the winding tunnels of one of Wesden's mountain warrens, embraced by a tight-knit community. Your neighbors were as close as family—dozens of aunts, uncles, and cousins. Beyond the warren door, you were taught how to survive in the difficult landscape, but you always knew a warm welcome awaited at home. While your warren was cozy, it could also be stifling for someone who longed for adventure.

Skill Proficiencies: Persuasion, Survival
Tool Proficiencies: One type of artisan's tools and one type of musical instrument
Equipment: A farewell letter from a friend, a necklace bearing the sign of your warren, an herbalism kit, a set of common clothes, and a pouch containing 15 gp

Feature: Warren Home

From your earliest days in the tight quarters of the warren, you learned the importance of getting along with others. Outside of combat, you are skilled at calming inflamed tempers and helping people understand each other's points of view. You have advantage on Charisma (Persuasion) checks made to interact with non-hostile humanoids. You also have ties to a specific warren and can always find a warm welcome, healing, supplies, and shelter when you visit. Other warrens will likely extend the same hospitality to you.

Suggested Characteristics

d8	Personality Trait
1	I can make friends with anyone I meet.
2	I miss the embrace of the warren walls and fear the open sky.
3	I talk fast and make jokes faster.
4	I thrive on being helpful to others.
5	With so many folk poking their whiskers into my business, I learned to be sneaky.
6	I know who I am and where I come from. Nothing can shake my self-esteem.
7	I am eager to see the world beyond my warren.
8	I hate to be alone, even for a moment.

d6	Ideal
1	**Harmony.** Our survival depends on agreement. (Neutral)
2	**Tact.** Saying the right thing at the right time is more important than honesty. (Neutral)
3	**Organization.** When everything is in its place, everyone can find their peace. (Lawful)
4	**Freedom.** I've finally left my warren, and I'll make the most of it! (Chaotic)
5	**Hospitality.** Guests should be cared for like family (Good)
6	**Deceit.** Have two faces, but only show one to those around you. (Evil)

d6	Bond
1	I love my warren with all my heart and would do anything to keep it safe.
2	I grew up alongside a group of rambunctious kids. We always said we'd explore the world together, but I'm the only one who has left.
3	The wilderness around the warren always felt more like home to me despite its dangers.
4	My warren was destroyed in a disaster. Though the residents have scattered, I still think of them as family.
5	I fell in love with a visitor to the warren and left to find them.
6	I have younger siblings back home in the warren; I want to be a good example to them.

d6	Flaw
1	I'm afraid city folk will judge me as a rural bumpkin, so I judge them first.
2	I am very gullible, thanks to my sheltered upbringing.
3	I become overwhelmed when faced with new experiences.
4	I don't trust folk from outside my warren.
5	I struggle to make decisions for myself or form my own opinions.
6	While I can navigate my labyrinthine warren expertly, I have no sense of direction out in the open.

Matthew Spender

WILDERNESS EXPLORER

Due to your experience navigating the world's wild places, you feel most at home away from the hustle and bustle of perches and cities. You can get your bearings almost anywhere using nature as your guide.

Skill Proficiencies: Nature, Survival
Tool Proficiencies: Herbalism kit
Languages: One of your choice
Equipment: A hatchet, a journal, a hooded lantern, a set of traveler's clothes, and a pouch of 20 smooth pebbles

Feature: Survivor

You are accustomed to traveling the wilderness and keeping those you guide through it safe from danger. By examining your surroundings, you can discern signs of danger, such as markings left by local wild creatures, natural hazards such as quicksand or toxic plants, and terrain hazards such as pitfalls or cliffs. The GM decides what information you have access to when you use this feature and may require you to make a successful Intelligence (Nature) or Wisdom (Survival) check to learn anything more than general information about these dangers.

Additionally, if you ever become lost in a natural environment with which you are familiar, you can find your bearings by spotting key landmarks or constellations in the night sky.

Suggested Characteristics

d8	Personality Trait
1	I try to leave natural places in the state I found them.
2	I use all of my senses while exploring; there's nothing I won't sniff or taste.
3	I love the sounds of the wild more than conversation.
4	I am confident in the wilds, but towns and cities make me anxious.
5	I am suspicious of every strange noise in the dark.
6	I guide folk through the wilderness with great care, fussing over them.
7	I believe in conspiracy theories about mysterious, hairless, two-legged beasts hiding in wild places.
8	Though I love the wilderness, whenever I reach civilization, I love to party.

d6	Ideal
1	**Peace.** Though it's dangerous, life in the wild is less dangerous than the complex machinations of city folk. (Good)
2	**Practicality.** I'll do anything I must to ensure my survival. (Evil)
3	**Freedom.** Living in the wild untethers me from society. (Chaotic)
4	**Connection.** The divide between the wild and civilization is false. (Neutral)
5	**Preparation.** The only way to survive is to be prepared for anything. (Lawful)
6	**Preservation.** The wilderness must be protected. (Lawful)

d6	Bond
1	The animals in the wilderness have accepted me. I must keep their home safe.
2	No matter how far I roam, I know I will always be welcomed home with love.
3	As a child, I became lost in the wild. A beast saved my life, and I owe them a debt of gratitude.
4	My past can't catch me if I keep running.
5	I would lay down my life to protect those I am guiding.
6	I learned my wilderness skills from a wise old hermit.

d6	Flaw
1	My overconfidence leads me to make mistakes.
2	I look down on folk who don't share my skill set.
3	I am terrible with money.
4	I've survived this long only because I'm paranoid about every little thing in the wild.
5	I'm always trying to find new food sources, even if some turn out to be poisonous.
6	My rusty social skills often offend folk in towns and cities.

WONDERSTRUCK

At some point in your life, you felt the brush of an Amaranthine's wing or paw. The experience changed you forever as they gave you a glimpse into the immensity of the Great Rhythm and your place within it. You can select what you experienced from the Amaranthine Experiences table, roll randomly, or devise your own. See **Religion Across Wesden** for more information about the Amaranthines.

Skill Proficiencies: Investigation, Religion
Tool Proficiencies: One type of artisan's tools or musical instrument
Languages: One of your choice
Equipment: A journal, an amulet bearing the symbol of an Amaranthine, a map of local shrines, a set of common clothes, and a pouch containing 15 gp

Lauren Henderson

Amaranthine Experiences

d10	Experience
1	As you gazed at a sunrise that stained the sky red, you saw Khaluz looking back at you. Her stare burned into you, and you knew you could no longer hide who you truly were.
2	In a moment of weakness, you felt the stomp of Arghan's mighty hoof urging you to find the strength he knew you had but that you had forgotten. The reverberations shook your entire being.
3	As you lay broken at your lowest moment, a silent vision of Ostelo appeared before you. Your pain vanished.
4	You had a near-death experience, but Tyton the Nightfather ushered you away from his lands and back to the world of the living.
5	In a moment of high emotion, you heard the rhythmic song of Gebbo's eternal revel. Your heart began to beat along in time.
6	You dreamt of Gesme, the Amaranthine of Invention, wreathed in flame. When you awoke, your mind buzzed with new ideas like a shaken hive.
7	You once became utterly lost. Alone and scared, you heard the whispers of Hath and saw a path of impossible stars guiding you home.
8	When you swore an oath, you felt the claws of Ranzang resting on your shoulders. You are certain he is watching to see whether you fulfill your promise.
9	You met a vulpin with dark eyes and a hungry smile. She listened to your desires and advised you how best to achieve them. Before she left, she said her name was Kren.
10	Walking in the dark, you felt the presence of something massive and invisible padding beside you. Eresutha led you to uncover something long hidden.

Feature: Reverberations

After encountering an Amaranthine, you can still hear divine resonances that grow stronger the less attached you are to this world. Whenever you make a death saving throw, you experience another vision from the Amaranthine that gives you some new insight—should you survive. The GM determines the nature of this vision.

Suggested Characteristics

d8	Personality Trait
1	I am always a little distracted, as if listening to music that others can't hear.
2	I approach everything with great energy.
3	I am constantly amazed by the beauty of the world.
4	I tell everyone I can about my experience, hoping to find someone who truly understands.
5	I am still grappling to make sense of what happened to me.
6	I speak in rhymes and riddles.
7	I am secretive, afraid of what others will think of me.
8	I strive to embody the Amaranthine's teachings in this world.

d6	Ideal
1	**Dread.** Mortal folk should not see into the world of the Amaranthine. (Neutral)
2	**Gratitude.** The Amaranthines teach us the way to live with the Great Rhythm. (Good)
3	**Discovery.** Anything that leads me to a better understanding of my experience is worthwhile. (Chaotic)
4	**Imitation.** I model myself on the Amaranthine who reached out to me. (Neutral)
5	**Power.** I have been uniquely blessed and should be respected and honored by all. (Evil)
6	**Modesty.** An uncomplicated life, untouched by greatness, is something to be cherished. (Lawful)

d6	Bond
1	I seek others who have had experiences like me so I won't feel so alone.
2	I am devoted to my religious order that honors the Amaranthine who blessed me.
3	Someone else experienced the appearance of the Amaranthine alongside me. We interpreted it in radically different ways.
4	A kindly cleric helped me come to terms with what happened to me. I owe them so much.
5	I am estranged from my community after they refused to believe what I experienced.
6	I feel a deep and abiding connection with the Amaranthine I met. I know we will meet again.

d6	Flaw
1	I am reckless, believing that the Amaranthine is looking out for me.
2	My belief that I have been chosen for something special makes me boastful.
3	I deny what I experienced, and the unresolved tension haunts me.
4	I would do anything to meet the Amaranthine again, even at the cost of hurting others.
5	The weight of my experience lies heavy on me, and I often become mired in rumination.
6	I have become detached from this world and struggle to find meaning in everyday things.

New Feats

If you are using feats in your game, add these feats to the available options.

Arboreal Acrobat

You are more at home in the trees than you are on the ground, granting you the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in the Acrobatics skill if you don't already have it.
- You gain a climbing speed equal to your walking speed.
- While climbing, you can use the Dash action as a bonus action.
- You can swing from branch to branch, moving up to your walking speed between treetops, even if the distance between the trees exceeds your jumping distance.

Beat in the Great Rhythm

The Great Rhythm feels close enough that you can recognize your place within it as one of its multitudinous beats. You gain the following benefits:

- You learn one cantrip from the druid's spell list. Constitution is your spellcasting ability for this spell.
- You learn one 1st-level spell from the druid spell list. You can cast this spell once a day without the need for a spell slot. Constitution is your spellcasting ability for this spell.
- You can spot things that are out of time with the Rhythm, granting you advantage on Perception checks made to notice undead and unnatural magical effects.

Choir Member

Your training in singing lets you act in concert with others to create new harmonies. You gain the following benefits:

- You gain proficiency in the Performance skill if you don't already have it.
- When you make a Charisma (Performance) check involving another willing creature, add double your proficiency bonus to the check.
- You can use the Help action at a range of 30 feet as a bonus action as long as the creature you are helping can hear you.

Frost Touched

You are well-adapted to cold climates with thick fur, feathers, or other changes. You have developed a deep connection with the landscape of the Frostcaps, the frozen peaks of Stormcrag, or even the Crystal Expanse. You gain the following benefits:

- Increase your Constitution or Wisdom score by 1, to a maximum of 20.
- You have resistance to cold damage.
- You have advantage on saving throws made to resist the effects of cold weather or freezing temperatures.
- You ignore difficult terrain caused by nonmagical snow or ice.
- You learn the *ray of frost* cantrip. Constitution is your spellcasting ability for this spell.

Lauren Henderson

Moonlit

You have been blessed by the Amaranthine Eresutha, the moon's companion. Her subtle mysteries give you the following benefits:

- Increase your Dexterity, Wisdom, or Charisma score by 1, to a maximum of 20.
- While you are in dim light, your movements do not provoke opportunity attacks.
- You learn the *minor illusion* cantrip. Wisdom is your spellcasting ability for this spell.
- You gain proficiency in one set of artisan's tools of your choice.
- Choose one set of artisan's tools with which you are proficient. You can add double your proficiency bonus to checks made with them.

Odorous Defenses

You have stinky defensive capabilities similar to a skunk's, either due to your anatomy or a reliable piece of gear. You gain the following benefits:

- You gain proficiency in the Intimidation skill and add double your proficiency bonus to Intimidation checks when threatening to use your odorous defenses.
- You learn the *poison spray* cantrip. Constitution is your spellcasting ability for this spell.
- Your attacks ignore poison resistance.

Sun Touched

Your studies with weapons have granted you a blessing from the Amaranthine Khaluz, guardian of the sun. You gain the following benefits:

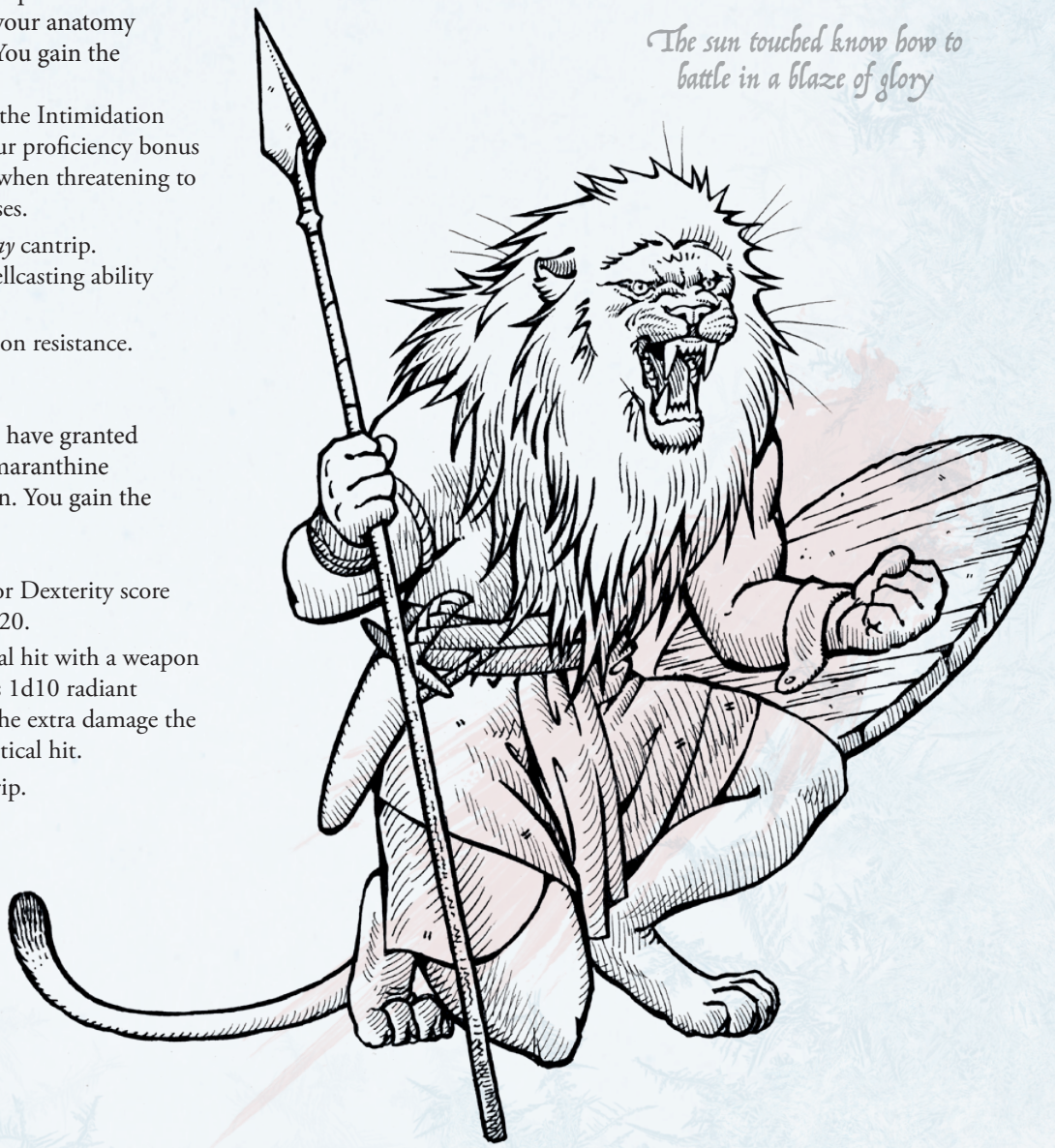
- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- When you score a critical hit with a weapon attack, your attack deals 1d10 radiant damage in addition to the extra damage the target takes from the critical hit.
- You learn the *light* cantrip.

Tunneler

You are most comfortable in the close embrace of the subterranean world. You gain the following benefits:

- You have a burrowing speed equal to half your base walking speed.
- You gain darkvision with a range of 90 feet.
- You have advantage on saving throws made to resist damage and other effects from cave-ins, falling rocks, and other similar damaging effects caused by natural or magical movement of earth and rocks.
- While in spaces one size smaller than you, you ignore the effects of squeezing, so you don't need to spend extra movement, you don't have disadvantage on attack rolls and Dexterity saving throws, and attack rolls against you don't gain advantage.

The sun touched know how to battle in a blaze of glory



Lauren Henderson

New Spells

These new spells are listed in alphabetical order.

ARBOREAL ERUPTION

3rd-level conjuration
Casting Time: 1 action
Range: 30 feet
Components: S, M (a seed or nut, which the spell consumes)
Duration: Concentration, up to 10 minutes
You cause a tree to sprout to its full height in an instant on a horizontal surface within range and lasts for the duration. The tree grows to a height of 30 feet and its trunk is 5 feet in diameter. The tree's branches extend 10 feet out from its trunk, and each branch can support up to 250 pounds.

If the tree sprouts under a Large or smaller creature, that creature must succeed on a Dexterity saving throw or be flung 35 feet into the air and 15 feet away from the tree in a direction of your choice and starts to fall at the start of its turn. A creature can choose to fail the save.

If the tree sprouts in an area that can't accommodate its full height, it stops growing 5 feet from any obstacle above it, and any creature the tree sprouts under is not flung off the tree as its growth slows

Added to the spell lists for Druid, Ranger, Sorcerer, Wizard.

In need of higher ground, a druid casts arboreal eruption

DIVERT POWER

3rd-level necromancy
Casting Time: 1 bonus action
Range: Touch
Components: V, S, M (a magic item with at least 1 charge)
Duration: Instantaneous
You touch a magic item and draw out its power to empower your next spell, absorbing up to 3 charges from the magic item. The magic item loses the charges as if they had been expended. Before the end of your next turn, your next attack that hits, or the next spell you cast that deals damage, deals an extra 1d6 force damage for each charge you absorbed. Additionally, you have advantage on the next spell attack roll or attack roll you make, or creatures have disadvantage on any saving throws made to resist your next spell.

To target a magic item held or worn by an unwilling creature, you must first succeed on a contested Dexterity (Sleight of Hand) check against the creature with the item you are targeting.

Once you have targeted a magic item, you can't target the same magic item with this spell for 24 hours.

Added to the spell lists for Bard, Paladin, Wizard.

EMOTIONAL DRAIN

3rd-level enchantment
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute
You target a creature within range and attempt to siphon off its emotional energy. The target must make a Charisma saving throw. On a failure, you can choose one of the following effects:

- **Drain Anger.** The creature becomes eerily calm. It can't use its action to attack or otherwise cause harmful effects.
- **Drain Fear.** The creature loses all fear and sense of caution. The frightened condition ends for the creature, and it is immune to being frightened for the duration of the spell. The first attack the creature makes on its turn has advantage, and the first attacks other creatures make against it on their turns are also made with advantage.
- **Drain Joy.** Happiness drains from the creature as it suffers mental anguish. The creature takes 2d8 psychic damage. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again while you are within 30 feet.

An affected creature can repeat its saving throw at the end of each of its turns, ending the spell on a successful save.
Added to the spell lists for Bard, Sorcerer, Wizard.

Cristina Pirvu

GEBBO'S REVEL

3rd-level enchantment
Casting Time: 1 hour
Range: 50-foot-radius sphere
Components: V, S M (food worth 50 gp, which the spell consumes)
Duration: Instantaneous
You lead a celebratory rite and invite any number of creatures in range to join you in the revel. When you cast the spell, choose one of the following celebrations. Each willing creature that takes part in the revel for the full casting time gains the benefit of the celebration for the next 24 hours.

Celebration of Discovery. Creatures have advantage on all Intelligence and Wisdom checks. Additionally, the next time the creature consumes a potion, its effects are doubled.

Celebration of Joy. Creatures have advantage on saving throws against being frightened or charmed and on Charisma checks. Additionally, each creature's base movement speed increases by 5 feet.

Celebration of Life. Creatures have advantage on death saving throws and Constitution saving throws. Additionally, creatures have advantage on the first attack they make against an undead creature.

Added to the spell lists for Bard, Cleric.

KREN'S KINDNESS

1st-level necromancy
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous
You touch a creature you can see and call upon the uncertain aid of the trickster Amaranthine Kren to grant a dubious trade of vitality. The target takes 1d8 force damage. As long as it has at least 1 hit point remaining, it then gains 1d10 temporary hit points. While these temporary hit points remain, the target cannot regain hit points. A creature can choose to resist this spell by making a Charisma saving throw. On a success, the spell has no effect.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8, and the temporary hit points increase by 1d10 for every level above 1st.

Added to the spell lists for Bard, Cleric, Warlock.

RANZANG'S OATHBOND

3rd-level enchantment (ritual)
Casting Time: 10 minutes
Range: Touch
Components: V, S, M (a ribbon for each creature)
Duration: 30 days
You and up to five willing creatures hold hands and form a sacred oath. The oath you all swear must vow that you will or will not do something within the next 30 days, and must be sufficiently important and difficult as to please the Amaranthine Ranzang. When you cast the spell, you determine the wording of the oath, but all participants must agree to it for the spell to be effective. The GM determines if the oath is sufficient. Any attempts to cast this spell on a creature already affected by it fail. This spell can only be dispelled by divine intervention or the use of the wish spell.

While bound by this oath, creatures gain the following benefits:

- They can use the Help action to assist another creature bound by the oath as a bonus action.
- Once every 24 hours, while doing something related to fulfilling their oath, creatures can receive Ranzang's blessing, adding 1d8 to an attack roll, skill check, or saving throw.

Breaking the Oath. If a creature willingly or unwillingly breaks the oath, it takes 4d8 psychic damage, and all the other creatures that swore the oath learn that the creature broke it, regardless of distance.

Added to the spell lists for Bard, Cleric, Druid, Paladin, Ranger.

RUMBLE VISION

1st-level transmutation
Casting Time: 1 action
Range: Self
Components: S
Duration: Concentration, up to 1 minute
You amplify your connection to the energies of the earth, granting you the ability to detect movement through vibrations. For the duration of the spell, you have tremorsense out to a range of 60 feet. Once before the spell ends, you can grant yourself advantage on either one weapon attack roll against a creature you can sense with your tremorsense on your turn, or one Dexterity saving throw.
Added to the spell lists for Cleric, Druid, Ranger, Sorcerer, Wizard.

Watermedicazan

SHAPE PLANTS

4th-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Special
You call upon gentle natural magics to alter the growth of plants. Any plant life you can see within range that fits within a 5-foot cube can take on whatever shape you desire. Additionally, if the plant is a bramble, or capable of growing thorns, you may turn the affected plant life into difficult terrain, causing 2d4 points of piercing damage for every 5 feet moved through the area you shaped. You may also increase or decrease the number of flowers, vines, leaves, thorns, branches, or fruits produced by any plant you shape.

After one hour, the magic of your spell fades, and the plant resumes its normal shape. If you can use speak with plants (or a similar ability) to communicate with the plant, you may persuade it to retain its new form. Different plants have different feelings and attitudes, and if the form is too different from its natural shape, it is likely to decline. If the plant accepts, at the GM's discretion, it will retain the form you have sculpted it into, in which case the effect becomes permanent.

At Higher Levels. When you cast this spell using a spell slot above 4th level, the size of the cube of plant life you can affect with the spell increases by an additional 5 feet for every slot level above 4th.

Added to the spell lists for Bard, Cleric, Druid.

SPECTRAL STAMPEDE

5th-level conjuration
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
You summon a stampede of spectral beasts that runs in a 30-foot-long, 10-foot-tall, and 10-foot-wide line, originating from you and running in a direction of your choice. You are lifted onto the backs of the spectral beasts and are carried by them. Creatures can move on top of the beasts as if the stampede were difficult terrain. At the end of each of your turns, the line of beasts moves forward at a speed of 40 feet per round.

When the stampede enters the space of any other creature, the creature must succeed on a Dexterity saving throw or take 8d6 bludgeoning damage on a failure, or half as much on a success as they are trampled. When a creature enters the stampede's area, the creature must make a Dexterity saving throw. On a failure, the creature takes 6d6 bludgeoning damage and on a success, the creature climbs onto the backs of the beasts. If the stampede encounters an obstacle it can't break through, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 8th level or higher, you can use a bonus action on each of your turns to direct the line of spectral beasts in another direction.

Added to the spell lists for Druid, Wizard.

STORMSLIP

4th-level evocation
Casting Time: 1 action
Range: 120 feet (20-foot-radius sphere)
Components: V, S, M (a chunk of amber worth 200 gp)
Duration: Instantaneous
You call down the sky's might to smite your foes and rescue your friends. A 20-foot-radius sphere centered on a point within range fills with rumbling potential energy. You can teleport a number of willing creatures in the area equal to your spellcasting modifier to unoccupied spaces on the ground within 20 feet of you. All other creatures remaining in the sphere must make a Constitution saving throw, taking 5d8 thunder damage on a failed save, or half as much damage on a successful one.

Added to the spell lists for Cleric, Druid, Sorcerer, Wizard.

TRACK QUARRY

2nd-level divination
Casting Time: 1 bonus action
Range: Self
Components: S
Duration: Concentration, up to 1 hour
As a bonus action, you heighten your senses to hunt down elusive prey. While the spell lasts, you make Perception checks that rely on smell with advantage, and you can make these checks as a bonus action.

Scenting. When you succeed on a Perception check to smell an invisible or hidden creature, your attack rolls against the creature do not have disadvantage. When you hit with an attack against a creature you have discovered in this way, your attacks deal an extra 1d4 damage.

Tracking. You can distinguish and follow trails of scent left by creatures within the past 8 hours for the duration of the spell.

Added to the spell lists for Paladin, Ranger.

Riccardo Piovan

2 Religion Across Wesden

THE BIRDS THAT ARE

In Everden, folk honor the Amaranthines. These spirits protect the connection with the Great Rhythm, the source of life and magic in the world. Some Amaranthines are more prominent in certain regions or among specific folk, but these forces are everywhere in some form. Just as nature differs from place to place, the depictions of Amaranthines also differ. For example, Clhuran, Amaranthine of fate and fortune, is claimed as a patron deity by both the lumas of Humblewood and the seetas of the Tanglewilds. In northern Wesden, Clhuran is depicted as a dual figure: a dove and a pigeon carrying a jester's staff and an axe. Meanwhile, in the south, Clhuran is envisioned as a parrot with bright plumage on one side of his body, with plucked, featherless skin on the other.

Two primordial Amaranthines, Ardea the Dawnmother and Tyton the Nightfather, are universally included in all religious traditions, though their roles shift depending on who is telling a story about them. According to traditions in Humblewood, the birdfolk Amaranthines were raised to their positions by Ardea and Tyton, but according to tales from southern Wesden, all the Amaranthines, save for Gaspard, are children of the primordial Amaranthines. Across Wesden, the Amaranthines introduced in the ***Humblewood Campaign Setting*** are represented in various ways. Despite this, differing opinions about their depictions or origins rarely flourish into hot disputes.

AMARANTHINE ACROSS WESDEN

Outside of Humblewood, other Amaranthines are more prominent. Mirroring the lesser distinction between birdfolk and other folk beyond the Wood, these Amaranthines are not divided into birdfolk and non-birdfolk pantheons. These Wesden Amaranthines were not covered in the ***Humblewood Campaign Setting***. They have a few devotees in the Humblewood region, but their worship is widespread beyond it.

Clhuran as envisioned in the Tanglewilds

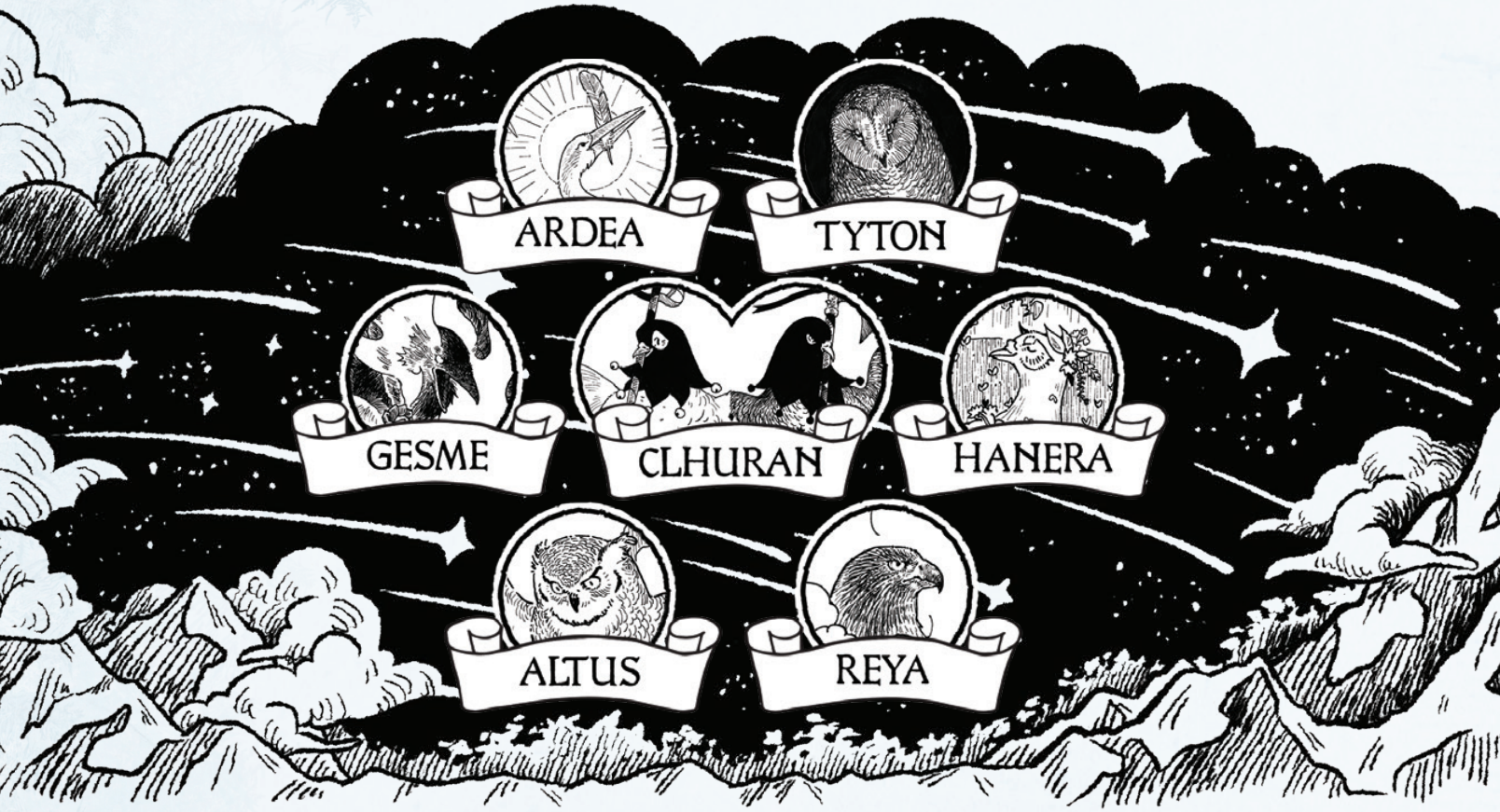
Wider Wesden's Amaranthines

Amaranthine	Alignment	Dominions	Suggested Domains	Symbol
Arghan the Unbroken	CN	Ambition, Endurance, Willpower, Mountains, the Sky, Caprans	Forge, Knowledge, Tempest	A pair of horns above a mountain
Eresutha the Hidden	CG	The Moon, Espionage, Mysteries, Subtlety, Wayfinding, Elurans	Arcana, Night, Trickery	A cat's eye with a crescent moon as its pupil
Gebbo the Reveler	CE	Celebration, Desire, Feasting, Indulgence, Pleasure, Tilias	Life, Trickery, War	A three-headed lizard with a spiral tail
Khaluz the Bold	LG	The Sun, Courage, Language, Leadership, Understanding, Elurans	Knowledge, Light, Order	A cat's eye with the sun as its pupil
Ostelo the Sacrifice	NG	Grief, Love, Loss, Passion, Selflessness, Sylphs	Community, Peace, Twilight	A curved needle piercing a heart
Ranzang the Connector	LN	Bonds, Friendships, Honor, Oaths, Wilderness, Mustels	Community, Life, Nature	A paw-shaped honeycomb with raised claws

Nine Simpson

WIDER WESDEN AMARANTHINE

BIRD FOLK AMARANTHINE



Humblewood Amaranthines Across Wesden

Amaranthine	Depictions	Dominions
Altus the Enduring	**Firnveldt, Frostcaps, Humblewood, Stormcrag:** A horned owl pouring storm clouds from a chalice **Tanglewilds:** A spectacled owl pouring a flood from a bowl	Storms, Winter, Strength, Endurance, Change, Strigs
Ardea the Dawnmother	**Firnveldt:** A gargath with a flowery mane **Frostcaps:** A ptarmigan with flowers gathered under her wings **Humblewood:** A stork with shining golden feathers wreathed in flowers **Stormcrag:** A chinchilla carrying a basket of bread and flowers **Tanglewilds:** A toucan with flowers for eyes	Day, Life, Birth, Renewal, Healing, Familial Love
Clhuran the Fickle	**Firnveldt, Frostcaps, Humblewood:** A dove jester and a pigeon executioner **Stormcrag, Tanglewilds:** A parrot with brilliant plumage on the left side and plucked bare skin on the right	Luck, Fate, Magic, Divination, Destiny, Trickery, Lumas, Seetas
Gesme the Brilliant	**Firnveldt, Frostcaps, Humblewood:** A raven wreathed in flames **Stormcrag:** A raven wreathed in lightning **Tanglewilds:** A black panther with a flaming tongue	Knowledge, Fire, Innovation, Creativity, Experimentation, Corvums
Hanera the Provider	**Firnveldt, Frostcaps, Humblewood, Stormcrag, Tanglewilds:** A pheasant with a mix of feathers and foliage	Earth, Soil, Plants, Seeds, Hearths, Compassion, Gallus
Reya the Explorer	**Firnveldt:** Four sheep with cloud-like wool, each facing a cardinal direction **Frostcaps:** An osprey clutching a bow in her talons **Humblewood:** A hawk clutching a bow in her talons **Stormcrag:** A condor clutching an arrow in her talons **Tanglewilds:** A harpy eagle clutching a bow in her talons	Freedom, Exploration, Hunting, Archery, Travel, Journeys, Raptors

Lauren Henderson & Nine Simpson

HUMBLEFOLK AMARANTHINE

Humblewood Amaranthines Across Wesden

Amaranthine	Depictions	Dominions
Cairith the Resolute	**Humblewood, Stormcrag:** A stag with antlers covered in moss and flowering vines **Firnveldt, Tanglewilds:** A deer whose body is made from grass **Frostcaps:** A reindeer with antlers draped with moss	Growth, Strength, Resolve, Nature, Cervans
Gaspard the Champion	**Firnveldt, Frostcaps, Humblewood, Stormcrag, Tanglewilds:** A jerbeen wielding a rapier	Courage, Chivalry, Community, Compassion, Honor, Jerbeens
Hath the Whisperer	**Firnveldt, Frostcaps, Humblewood:** A raccoon with a body composed of stars **Stormcrag, Tanglewilds:** A red panda with a body composed of stars	Fear, Doubt, Secrets, Night, the Unknown, Mapachs
Henwin the Kind	**Frostcaps, Humblewood:** A hedgehog carrying a yellow rose **Firnveldt, Stormcrag, Tanglewilds:** An armadillo emerging from a yellow geode	Kindness, Nature, Balance, Protection, Plants, Hedges
Kren the Sly	**Firnveldt, Humblewood, Stormcrag, Tanglewilds**: A shadowy fox **Frostcaps:** A white fox with a blizzard for a tail	Guile, Darkness, Predators, Trickery, Hunger, Dangerous Nature, Cunning, Vulpins

Lauren Henderson & Nine Simpson

Arghan

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ALIGNMENT

Chaotic Neutral

DOMAIN

Forge, Knowledge, Tempest

DOGMA

Stand firm in your freedom.

HOLY SYMBOL

A pair of ram horns above a mountain

Proud and sturdy Arghan

Arghan is the Amaranthine of willpower, mountains, and the sky. He is usually depicted as a mighty mountain goat with large, curved horns and fur that fades into clouds. His horns and hooves are composed of craggy mountain stone that crackles with lightning. Arghan decrees that all deserve freedom and that freedom can be claimed by those willing to speak their truth and stand their ground.

In the dawning days of Everden, Arghan clashed with his elder brother, Cairith, in an argument that shook the world to its roots. Arghan could not bear the sluggish pace at which Cairith nurtured the growth of the cervans. The two brothers fought, horns locked, their steaming breath forming great clouds. Just when it seemed Cairith had bested Arghan, Arghan stamped his mighty hooves with such force that the earth folded beneath him, splitting northern Wesden in two and forming the mighty Horned Ridge Mountains between Humblewood and Firnveldt. As Arghan rose high into the clouds atop the perilous peaks, he vowed never to be bridled again. The cervans who followed him across these new mountains became the first caprans.

As the patron Amaranthine of the caprans, Arghan taught his folk to live where land and sky meet so they could test their mettle. Though mountains are Arghan's domain, his clerics in the grasslands of Firnveldt believe that elevation does not matter, only the willingness to face challenges wherever they are found. Argahn's followers pray for his blessings when their will is being tested, but they never ask for his aid, believing that fortune is forged through actions and deeds, not through divine intervention.

Temples to Arghan stand open to the sky, and ceremonies honoring him occur no matter the weather. Piles of stones called cairns are constructed by his followers in wild places to mark long journeys and triumphs over adversity. At the Great Gatherings in Firnveldt, communities hold a Grand Clash in Arghan's honor. These competitions are a mix of heated philosophical debates, tests of endurance, and outright brawls. Ahead of these bouts, folk call out a traditional prayer: "My resolve is stone, my heart the sky."

Lauren Henderson & Nine Simpson

Her mysteries are buried in darkness

Eresutha

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ALIGNMENT

Chaotic Good

DOMAIN

Arcana, Night, Trickery

DOGMA

Let shadows hide your secrets.

HOLY SYMBOL

A cat's eye with a crescent moon as its pupil

When Ardea's dawn and Tyton's night first encountered the sparks of creation, their primal brilliance was so great that the dawn and the night split into two. Amidst gold and silver rays, two feline Amaranthines were born. As young celestial beings they bounded, tussled, and pounced across the sky. They were the Sisters of Light—Eresutha, Amaranthine of the moon, and her sibling, Khaluz, Amaranthine of the sun. Together, they share the responsibility of being the patrons of the elurans.

Eresutha casts her silver light on hidden paths as the Amaranthine of the moon, magic, and mysteries. She is depicted as a pale snow leopard with one shining silver eye—the other was scratched out by her sister during their great quarrel that created the Tanglewilds. The opening and closing of Eresutha's remaining eye stewards the moon's phases. A mercurial Amaranthine, Eresutha guides her followers with her bright full moon aspect and vexes them with her dark form as the new moon.

Moon elurans credit Eresutha with their magical healing abilities. It is said that after every sibling fight, Eresutha licks Khaluz's wounds and purrs away her pain as the sisters forgive each other. Wizards, warlocks, and rogues seek Eresutha's blessing when seeking out knowledge, attempting artful deceptions, or hiding their intentions. A traditional whispered prayer to Eresutha goes, "Light my way and confuse my enemies."

Eresutha has a deep but complicated connection with Hath the Whisperer, the equally mysterious Amaranthine of the stars. Some believe they are one being, while others say Eresutha hunts Hath during the full moon and is the reason Hath is so distant from the world. Another legend told in distant lands beyond Wesden holds that Eresutha wasn't the original Amaranthine of the moon but that she claimed the position after slaying her predecessor.

Bards sing of Eresutha's mystical labyrinth upon the moon, where she resides during the day. Her temples reflect her legendary abode as they are built to be maze-like and intentionally confusing to outsiders. The winding corridors are inlaid with silver clues, but some say her clerics can move the walls. Those few supplicants who reach the central shrine at a temple's heart may ask her for a blessing. However, one can never be sure whether Eresutha will grant the request or bestow the asker with an unsolicited gift of strange knowledge instead.

Nine Simpson

Gebbo

ALIGNMENT

Chaotic Evil

DOMAIN

Life, Trickery, War

DOGMA

Glory in all of life's pleasures.

HOLY SYMBOL

A three-headed lizard with a spiral tail

Gebbo dances with wild abandon

As the most extreme of the Amaranthine, Gebbo the Reveler is loved and feared. They are most often depicted as a chameleon with three heads posed in revelry—dancing, devouring, or gleefully rampaging. Though many consider them to be an evil Amaranthine, the truth is more complex: Gebbo's alignment, intentions, and patterns of their skin shift from moment to moment.

The Amaranthine of desire, Gebbo celebrates breaking limits. Every transcendent performance, epic conflict, and ruinous disaster feeds their insatiable hunger for sensation. They do not care if the feelings they inspire are joyful ecstasy or raging bloodlust. Any emotion running rampant honors Gebbo.

Each of Gebbo's three heads pursues its own fanatical focus. The first is dedicated to delights, indulging in the soft pleasures of life. The central head is motivated by greed for material things. It wants to hold and consume all of Everden. The third head longs for the sweet release of destruction as conflict and fury drive its every thought. The three heads constantly bicker among themselves, so Gebbo never settles on one path of action for long. It is said that if they could concentrate on a single desire, they could bring about the end of the world.

Gebbo is the patron spirit of the tilia. Their teachings encourage them to embrace desire and drink deeply of life's experiences. Devout tilia carry out an annual cycle of festivities called Gebbo's Revels based on the changing seasons and celestial events. They believe these celebrations ensure the year continues to turn. Should the rhythm of the year not be marked with sufficient enthusiasm to please the first two heads, they allow Gebbo's third head to rampage, bringing suffering and disaster.

Gebbo is popular among all those who seek pleasure or wealth. Many rich merchants wear amulets bearing their holy symbol, though rarely displayed openly. "Gebbo, drive me beyond!" is shouted by his barbarian and bard followers. Temples to Gebbo take many forms but always include a large space where a revel can be held. Hidden beneath the public areas of the temple, some contain secret gladiatorial arenas, feasting halls, or hoards of treasure.

Nine Simpson

Khaluz's light glows into the darkest corners

Khaluz

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ALIGNMENT

Lawful Good

DOMAIN

Knowledge, Light, Order

DOGMA

Let light reveal your true courage.

HOLY SYMBOL

A cat's eye with the sun as its pupil

Sister to Eresutha, Khaluz is the Amaranthine of the sun, courage, and leadership. She is depicted as a saber-toothed lioness surrounded by a mane of brilliant solar fire. The siblings' legendary duels are told in many tales, and the creation of the Tanglewilds is attributed to their blood and tears. Yet, the sisters share a deep love. Solar eclipses are said to occur when Khaluz and Eresutha draw close and nestle together in mutual forgiveness. During this time, folk can ask for a great boon to be granted by both Amaranthines. In contrast to her mysterious sibling, Khaluz is forthright and clear in her expectations for her followers—be brave.

Khaluz's light illuminates the truth, and she calls folk to be true to themselves and their convictions. The eluran leaders of the Tanglewilds claim to be her regents, chosen by the Amaranthine to rule until the day she descends from the sky to claim the throne from them. Khaluz is also revered as an Amaranthine who brings understanding through her illuminating light. Legends say she created the Eluran script and gifted it to her folk so that they could come to know each other better.

The roar of the sun elurans is said to be a blessing from Khaluz, allowing them to express their inner fire as a magical sound. Leaders seek the blessing of Khaluz to rouse their people with fiery speeches, while fighters and paladins look to her to find the strength to do what is necessary. Many pray to the Khaluz in times of despair, "May your light show us what is needed."

As the sun can be seen in the sky over all of Everden, Khaluz enjoys widespread worship, except in areas like Humblewood, where her role is ascribed to Ardea, the Dawnmother, instead. Elsewhere, Khaluz is thought to have a special relationship with Ardea, and tales often speak of them traveling together with the solar Amaranthine protecting the Dawnmother.

Khaluz's temples allow light to pour through stained glass or paneless openings. Lines of shadow and sunlight formed by pillars or windows clearly mark paths that her followers travel to reach Khaluz's golden altars, where offerings of meat are traditional.

Nine Simpson

Ostelo

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ALIGNMENT

Neutral Good

DOMAIN

Community, Peace, Twilight

DOGMA

Live your life in love and give your life for love.

HOLY SYMBOL

A curved needle piercing through a heart.

Ostelo is the Amaranthine of love, loss, and sacrifice. She is most often depicted as a hummingbird with long, swooping tail feathers and a floating skull for a head. Her eye sockets bloom with flowers, and her curved beak drips blood. Though her depictions tend to be morbid, she is considered one of the gentlest Amaranthines.

Ostelo is the patron spirit of the sylphs. It is said she understands what the inner self truly loves and that she sheds petal tears whenever hearts deny their true calling. She spurs sylphs' wanderlust by allowing them to feel the pull of their hearts more strongly than other folk. While some simply follow Ostelo's first teaching of following their passions, devout followers also try to embody Ostelo's altruistic courage and kindle selflessness within themselves. A traditional prayer whispered by her followers goes, "Ostelo, let my heart guide me."

Folk are drawn to pray to Ostelo in moments of great love and loss. When one's future hangs in the balance, it is said Ostelo hovers behind your back. Ostelo is also known as the silent one. She brings solace to those in grief and celebrates the kinds of love that words cannot express. Her clerics work tirelessly to understand their enigmatic Amaranthine, with no expectation that they will ever hear a message from her.

Ostelo's temples are places of comfort and contemplation for those who have faced loss or are at a crossroads in life. They are adorned with flowers and skulls, real and carved, as a reminder that the cycle of life and death is natural. Those who have sacrificed themselves to save others are enshrined at Ostelo's temples, and it is believed that Ostelo personally escorts them to Tyton the Nightfather's lands of the dead. In contrast with Ostelo's silence, her temples are filled with music as her clerics sing the songs that their Amaranthine cannot. They are popular places to celebrate marriages, births, adoptions, celebrations of life, and any other ceremony that expresses love. Ostelo's teachings say pain blooms after loss only because it was planted in love, and both should be cherished.

Nine Simpson

Ranzang

ALIGNMENT

Lawful Neutral

DOMAIN

Community, Life, Nature

DOGMA

You are in the world and of the world.

HOLY SYMBOL

A honeycomb paw with raised claws

Tending to the Great Rhythm

Ranzang is the Amaranthine of connection. He is depicted as a six-legged badger with strong claws and a coat of intersecting stripes. Ranzang is said to dwell within a great underground network of tunnels that extends throughout Everden. Although tales are told of folk falling into these tunnels and being accidentally whisked away to distant lands on the Amaranthine's back, most clerics say that the tunnels are metaphorical, representing the interconnectedness of all things.

Ranzang tends to the Great Rhythm with care, nurturing bonds the same way a skilled gardener recognizes the relationships between a seed, soil, water, air, and sunlight. He encourages all to honor the innate bond they have with the Great Rhythm, as one cannot approach it with dishonesty in one's heart. Those who keep their word please the Amaranthine. However, Ranzang is not only concerned with the folk but the whole of Everden. His devout followers push themselves to expand their circle of empathy to encompass not only those like them but stones, rivers, trees, and all living creatures. There is no distinction between nature and civilization in Ranzang's teachings, as everyone is as much a part of the natural world as the plants and animals are.

As the patron Amaranthine of the mustels, Ranzang instills the value of faithfulness into his people. Mustel culture reveres the sanctity of oaths as a form of unbreakable bond. Devout mustels may still be relatively solitary rather than gregarious as they believe the quality and depth of one's connections are more important than the quantity. To be insincere is considered almost as bad as breaking an oath. Ranzang's clerics teach that to best connect with others, one must first be on good terms with oneself and the land with the prayer, "Do as you intend. Be as you are intended."

Large temples to Ranzang are built underground and used for commitment ceremonies of all kinds. When a solemn agreement is made within, oath stones are exchanged as a sacred reminder. Smaller shrines to Ranzang often serve practical purposes, such as well-stocked lodges for weary travelers.

Lauren Henderson & Nine Simpson

Tales of the Amaranthine

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Across Wesden, tales of the Amaranthine are passed down from generations to generation or brought to the region by traveling bards. These tales help folk better understand themselves and know the world around them.

Climb the Sky, A Tale of Arghan

Long, long ago, when Arghan and Cairith were still young and had not yet grown their horns, the two brothers set out on a journey together through a great forest. As the elder, Cairith led the way, stopping often to appreciate the beauty of the slow-growing mosses and patterns made by light shining through the trees. Arghan, impatient with the journey's pace, strayed from the path set by his brother. Each time Arghan wandered, Cairith, guided by a gift of prophecy called The Sight, warned Arghan about a danger that lay ahead.

Frustration grew within Arghan like a storm on the horizon. Unlike his brother, he had no gift for seeing the future, nor did he wish for it. He longed to be challenged by the unexpected without Cairith's calm words of advice shaping his plans. Whenever he ignored Cairith, he met the exact misery predicted, but if he listened to Cairith and avoided the danger, Arghan's heart thundered with rebellious discontent.

One day, Cairith called his younger brother to shelter with him under a ledge just before the first drops of rain began to fall. Arghan looked up through the branches of the trees as a great white shape trailing clouds flew overhead. Atlus the Enduring was summoning a great storm in his wake. Cold rain soaked into Arghan's thick wool as his brother called him to safety and comfort.

If only Arghan could venture somewhere Cairith could never predict, then he would be free from prophecy. The young Amaranthine took a step, not toward his brother, but up onto a raindrop. Arghan believed that he could stand on top of the rain and, by sheer force of will, he made it so. Cairith called out in surprise and concern as Arghan used the falling rain as an impossibly precipitous staircase.

Neither Cairith nor his voice were able to follow Arghan as he leapt up beyond the canopy of the forest, up through battering wind, and even up through Atlus's chilling layer of clouds, until he reached the unbroken expanse of blue sky above. Wisps of cloud clung to Arghan as he surveyed his new domain. Until now, the sky had been the realm of the bird-folk Amaranthines. However, through sheer determination, Arghan claimed it as his own, setting himself apart from his brother for the first but not the last time.

Arghans first skyward steps

Nine Simpson

Groff's Amazing Journey, A Tale of Ranzang

Once upon a time, an ornery mustel named Groff lived alone in the high mountains of the Frostcaps. He could find fault with everything. Everyone knew to stay well clear of Groff and his cruel tongue lest he unleash a tirade about their flaws. He never descended down into the valley to join in the celebrations of the village below, and when he absolutely had to interact with others, they irritated him with their useless chatter.

One day, as Groff was out hunting alone, the earth rumbled and cracked beneath him. The mustel tumbled down into a dark abyss, until suddenly he found himself being lifted up and carried on a wide furry back. Groff clung desperately to the braided black and white fur of his savior, Ranzang the Connector. Ranzang leapt from rock to rock using his six mighty legs, bounding out of the fissure before diving down and burrowing into the earth with his powerful claws. Groff fussed loudly but Ranzang either did not hear or heed Groff's furious complaints.

For a whole day and an entire night, Groff held tight to Ranzang's fur as the Amaranthine surged along the winding underground tunnels that form the Amaranthine's subterranean realm. Here and there, Ranzang emerged into the world above, and Groff saw strange places and things—a huge tree filled with folk, grasslands so wide they seemed like a sea, lush islands in a sparkling ocean, and a storm-wracked mountainside where folk and strange lizards lived together.

Groff's wild ride finally came to an end when exhaustion overwhelmed him. He could no longer hold on. Groff let go and fell off Ranzang's back, landing hard in the branches of a broad-leaved tree. The Amaranthine continued onwards out of sight.

The air around Groff was hot, sticky, and filled with the buzz of insects. A sylph named Deftly was looking up at him, beak wide with astonishment. The birdfolk helped Groff down from the tree and took him to her home to rest. Though Groff hated to accept help, for the first time in his life, he was too exhausted to complain.

As Groff regained his strength, Deftly explained that he had landed in the Tanglewilds. Once recovered, Groff prepared for the long trek back to the Frostcaps. While departing, Groff voiced his first genuine thank you as he had nothing else to give Deftly in return for her kindness. Touched by his earnest gratitude and recognizing that Groff could probably use a companion, Deftly insisted on accompanying Groff, cheerfully ignoring all of his protestations. It took the pair a year and a day to make the trip back north. Along the way, they faced dangers, saw extraordinary things, and relied on the help of many strangers. With each encounter, Groff's heart opened up a little more.

By the time Groff reached his home valley, he was a transformed mustel. The villagers were shocked to see him, but they were even more surprised when he eagerly embraced them one by one. They welcomed the changed Groff and his dear friend, Deftly, with warmth. From then on, Groff was known as the kindest and most helpful of folk. He lived out the rest of his days surrounded by rich and deep friendships, thankful to the very end that his amazing journey taught him the value of connecting with others.

How Gebbo Got Three Heads, A Tale of Gebbo

Ancient tilia tales tell that from the moment Gebbo the Reveler hatched, they were filled with desire from the tip of their grasping tongue to the end of their spiraling tail. Everything they saw delighted them. Gebbo scampered about, flitting their attention from this beautiful flower to that sparkling gem, unable to fully satiate his wonderment and always starving for more. Even with two eyes able to look in different directions, Everden was filled with too many marvels for Gebbo to take in all at once.

The more Gebbo saw, the more their appetite grew. Observing and admiring wasn't enough; Gebbo wanted to consume and possess everything, too. Faced with a tilia presenting them with an offering of a delicious and intricately decorated insect-cake, Gebbo's conflicted longing grew unbearable. Gebbo's neck bulged, and a second head emerged. The new head opened its jaws wide and without hesitation, Gebbo shoved the cake and the unlucky tilia into their gaping mouth. Gebbo's new head was ravenous. While the first head only wanted to admire Everden's beauty, the second lived to devour it.

The two heads often quarreled, finding themselves unable to compromise. One night, the two heads came to an utter impasse as they could not agree whether to attend a concert or a banquet held in their honor. As unfulfilled desire overwhelmed Gebbo once more, the Amaranthine writhed as a third head erupted from their neck. The new head swiveled its eyes and observed the world not with the soft gaze of delight, nor the hungry gaze of greed, but with an unblinking, rageful stare of destructive fury. If Gebbo couldn't admire and possess the whole world at the same time, then they would destroy it.

The third head commanded the body to move forward, and an earthquake radiated out. Gebbo whirled their spiraled tail faster and faster, whipping up a destructive tornado. Craving even more havoc, the third head opened its mouth and let out a hiss that roused the folk of Everden into a fury that matched Gebbo's own. Neighbors turned against neighbors in bloody battles as Gebbo ravaged the world.

As Everden fell into chaos, folk tried to hide from the Amaranthine's frenzy. A conclave of tilia clerics gathered together in celebration, determined to help their wayward patron remember the wonders of music, dance, and delicious desserts. They hoped to appeal to Gebbo's gentler aspect. Rageful Gebbo stormed into their midst, but the clerics did not cease their revels. As the third head raised a claw to strike down the twirling chief cleric, the first head willed the body to join the dancing and the second head directed them toward the sumptuous array of food and drink. Overpowered by their other heads' desires, the destructive head lost control. And so, Gebbo's first rampage ended. However, should Gebbo not be sufficiently entertained, their third, destructive head will gain dominion over Gebbo once more and bring utter ruin to Everden.

Light in the Darkest Depths, A Tale of Khaluz and Eresutha

One day, Eresutha was dipping her paw into the ocean, making tides ebb and flow when she paused, whiskers twitching with curiosity. Her sister Khaluz padded down from the sky. "What are you doing, sister?"

Eresutha's ears perked up. "I have discovered a secret. Look to the bottom of the ocean. There is a chasm so deep that neither the light of your sun nor my moon has ever touched it."

Hot-tempered Khaluz growled with rage. "Injustice! Nothing escapes my radiance. I shall illuminate it with my brilliance."

Eresutha, not entirely surprised by Khaluz's quick temper, tried to sooth Khaluz with her soft voice, but Khaluz knocked her away. Hurt, Eresutha retreated to the moon to watch her sister from afar.

Khaluz roared and the sun's light shone brighter than ever. Plants surged upwards, shadows fled, and the waves became more ordered. Yet even as the ocean's surface sparkled like gemstones, Khaluz's sunlight could not reach the chasm. With an even louder roar, she urged the sun to shine brighter still. Plants burned, watering holes evaporated, and life languished in the heat. The golden light pierced deeper into the ocean than ever before, but still, it didn't reach the chasm.

Though Khaluz is forthright and forceful, she couldn't go against her own orderly nature and upset the natural balance of day and night, so eventually she allowed the sun to set. The sky darkened, and anxious that the world would succumb to disorder, the majestic Amaranthine wept. Her briny tears fell into the ocean, giving the waters their salt.

Shimmering in the dusk, Eresutha approached. "Why are you crying, Sister?"

"With my sunlight, I light the path to perfection. But conquering this darkness is beyond me."

Eresutha rubbed against Khaluz's side and purred, "I will help." Eresutha swiped a paw into the sea and plucked up a fish. She whispered to it, "Little one, we shall share our light with you, and you shall bring light where none have known its touch. This task will fill you with purpose as our light fills your life." Eresutha licked the fish and gave it a mote of light to carry upon its brow like a lantern.

"Lantern fish," Eresutha giggled to herself before she looked at her sister with her silver eye. "It will travel to the darkest depths of the ocean, bringing with it your flame of order and my guiding light."

Khaluz asked, "Why did you help me after I was cruel?"

Eresutha placed her head against her sister's. "Isolation feeds the flames of wrath. And just like the dark chasm, even if challenging, the light of love will eventually reach you."

Filled with love for her sister, Eresutha blinked and the moon phase shifted, revealing a bright full moon. "Tonight, let's unite people. Let the moon light the path of those searching for their lost loved ones."

Khaluz nuzzled Eresutha's shoulder as she felt a sense of order wash over her.

Sacrifice and Silence, A Tale of Ostelo

Sylph legends of Ostelo's birth claim she was the first-hatched child of Ardea the Dawnmother and Tyton the Nightfather. Created from the bond between the two primordial Amaranthines, she was ordained the Amaranthine of love. From the moment of her hatching, Ostelo sang Everden a love song that wove notes of kindness and adoration into the fabric of the young world.

However, while Everden was still forming, a terrible and ancient force of Silence interrupted the Great Rhythm. It swept across the land, erasing everything Ardea and Tyton had crafted until it reached the nest where the young Ostelo and her yet unhatched siblings sat. The Silence attempted to alter the eggs, trying to make them empty echoes of its will. Though only a half-feathered chick, Ostelo threw herself over the eggs, protecting them.

When Ardea and Tyton could no longer hear Ostelo's song, they flew back to the nest on wings as swift as thought. Confronted with the power of the two mighty Amaranthine, the Silence fled back to the empty land it had already claimed. The presence of both great Amaranthines brought about an eclipse, covering Everden in a blanket of darkness. In the eerie twilight, they saw that their eggs were whole and unharmed by the Silence. However, Ostelo was found lifeless, having sacrificed her life to protect her siblings. Only her bones, wings, and long tail feathers remained. As Ardea and Tyton became locked in a profound sense of grief, their fervent eclipse threatened to seal Everden in eternal night.

Unexpectedly, Ostelo's bones began to stir. Slowly, she raised her wings and looked at her grieving parents with empty eyes. Her beak opened, but no sound emerged; the Silence had stolen her voice. But when she pointed to the sky, her parents understood her meaning. *Do not let your grief cause more harm to what we love*.

Moved by their daughter's wisdom, Ardea and Tyton returned to their domains in the Great Rhythm, ending the eclipse. From that day on, Ostelo was no longer only the Amaranthine of love; because she was so willing to give up her life for her siblings she also became the caretaker of those who grieve and sacrifice in the name of love.

Riccardo Piovan

WESDEN
CRYSTAL WASTES
ENDRIDGE
HOLLOW'S REVERB
THE TEMPLE OF RIME & REASON
OSTRI'S RESEARCH CAMP
CRYSTAL EXPANSE
LAPIS ENCAMPMENT
MALCHIS RESEARCH STATION
ORBIS ENCAMPMENT
SONGSEA
FROSTCAPS
ARKTON
SONGSIDE RIVER VALLEY
THE INVISIBLE COVE
BITTERLAND
ALTUMAROO
LOST MAP
THE SUNSPIRE & AURORIS ENCAMPMENT
SLICER'S CRASH
SLICER'S DIVE
SWIFT'S STOP
HUMBLEWOOD
ROCKY LANDING
NEM
THE CREST MOUNTAINS
HAZAR'S BITE
BLADESEA
RIMEWOOD
HORNED RIDGE
HONEYHEARTH MONASTERY
FIRNVELDT
ASHBARROW
THE UNDERWAY
ALDERHEART
THE AVIUM
RIMEHEART
MOSSBAR
HIGHSLIP
BLUENEEDLE
MEADOWFEN
BRACKENMILL
RIMEBAAR
CONIHOLD
WINNOWING REACH
SOMBAAR
THE STONEBELL TEMPLES
SALTAR'S PORT
MORABAAR
MARSHVIEW
GARGAN STEPPE
HARBARYA'S CAVE
CAPRABAAR
MANDRABAAR
HEARTHCRAG
OLONG'S REST
NINE DOORS
ERESUTHA'S TAIL
GRIMHEARTH MONASTERY
FROSTGUARD
GASPARD'S REST
FLASHCREST
LONELY AIR
SONGSEA
HAVER'S CLIFF
KNOWHERE
CLEAVE
STORMCRAG
SCARSPIKES
TALESEA
LAH'KEHT
WINDROOST
ISLE OF IRUA
TOWER OF ART & MIND
SPELLSEA
TANGKEHRAW
GREENSPINE GATE
GREENSPINE
HALARA
TANGLEWILDS
OH'TOH'OH MOUNTAINS
AXXIN
KEHSHKEHSHEER ACADEMY
WAYFARE
DAY CALLER'S ENCLAVE
TEMPLE OF NABA
CARMINE HALL OF RHYTHM & REASON
FEER'LUZ'URN MOUNTAINS
TEMPLE OF BRAIDED VINES
MOONGLOW SANCTUM
HLAMEETL
HATHSTAR LAKE
NGAOFURR
SA'AZEUL
HRAI-HRAI
SONGSEA

Hugo Solis

3 Exploring Wesden

WALKNEW LANDS

THE WORLD OF EVERDEN

Everden is a world of magic springing from nature. The people dwelling here resemble animals and birds, each with their own natural skills and talents. The land, skies, seas, and lives of Everden's folk are all touched by fundamental guiding forces that give the world its unique character.

The Great Rhythm. The inhabitants of Everden refer to the force that shapes, guides, and connects their world as the Great Rhythm. Like a musical score, the Great Rhythm ensures the notes of creation are played in the proper order—the seasons change, the sun rises and sets, death follows life, and new life springs from death. The conductors of the Great Rhythm are the Amaranthines, deities honored across Everden (see **Religion in Wesden** for more information).

Evertrees. Towering over Everden are the monumental life-forms known as the Evertrees. No two Evertrees look alike, as each grows to suit its local conditions. These massive plants tower over even the largest mundane trees, but it is not just their size that makes them special. Evertrees are sentient, with thoughts and feelings of their own, though they experience existence on a slower timescale than the fast-paced folk who live in and around them. They are also deeply magical. Their roots connect directly to the Great Rhythm, and they act as anchors for Everden, bringing magic and vitality into the world and ensuring the balance of nature is maintained.

There are two Evertrees on the continent of Wesden: Alderheart and Atloh. Alderheart, the Great Tree City, grows in Humblewood. This Evertree is intricately connected with the folk living within its branches, trunk, and roots. Alderheart is loved as a home and sanctuary. The second Evertree, Atloh, grows in the southern Tanglewilds. Here, folk revere the tree as a sacred site, and only the regent and high priestess of the sun, called the faa'seng, is allowed to live in its branches. Still, Atloh provides for its local community in its own way. Resembling an enormous banyan tree, its aerial roots and extensive vines stretch far beyond the reach of its branches and form the streets of the city of Halara.

Elemental Energy. Fire, water, air, earth, and all their myriad combinations dance to the tune of the Great Rhythm. These natural forces are potent but have not gone unchanged in Everden. While elementals are found elsewhere in Everden, taking on the forms of great animals made from elemental forces, they are vanishingly rare on the continent of Wesden. Here, few have ever seen a true elemental as they were driven to near extinction by a group of arcane-scientists called Fizzars, who trapped them in batteries to power their machines around 2,000 years ago. This had unintended consequences. First, the physical forms of the elementals left behind after their energy was absorbed continue to roam the land as angry undead called hollowings. Second, rocks that once sang with trained arma hedge stonesingers fell silent at losing their elemental kin as the land itself grieved.

Eventually, the vibrant elemental energy of Everden found new outlets in other creatures. Many beasts became elementally touched, sprouting signs of their growing connection with fire, water, air, or earth. Today, creatures such as the air-touched windwatchers, the earth-touched dire mountain lions, the ice-touched maulruses, and the adaptable orephidians that can take on many elemental forms, fulfill the roles that elementals once did in maintaining the balance of nature. Elementals have been missing from Wesden for so long that many folk have forgotten they ever existed.

The Elemental Aspects. The most powerful elementals in Everden are called the aspects. These primordial beings are the purest expression of elemental energy, ferocity, and power. They remain mysterious. The emergence of the Aspect of Fire in Humblewood has caused more than one great calamity (see the ***Humblewood Campaign Setting***). The Aspect of Water has not been sighted in generations. Rumors swirl that the Aspect of Air resides in the storm-wracked Gasparian Isles far to the east of Wesden, while not even rumors have surfaced about the Aspect of Earth's whereabouts.

In their natural state, the aspects are part of the cycle of the world. Though they can be highly destructive, heralding forest fires, floods, hurricanes, and other natural disasters, these are also part of the Great Rhythm. The aspects clear the way for change and renewal.

THE HISTORY OF THE FIZZARS IN WESDEN

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Rise of the Fizzars. One of the first great upsets to the Great Rhythm in Wesden began around 2,000 years ago. The group of artificers who called themselves the Fizzars first arose as a prominent faction in the Tanglewilds. Beginning as a sect of clerics attempting to better honor the Amaranthines by better understanding Everden, the Fizzars soon learned that by understanding the world, they could also shape it. To the Fizzars, poetry and engineering were one and the same. Even as they left their clerical roots, their science was a mystical and artistic means of honoring the Amaranthines, particularly Gesme, the Amaranthine of innovation. As their art, wealth, and influence grew, folk from across Wesden soon started training to become Fizzars. The Fizzar philosophy of controlling nature by extracting its power rather than building alongside it spread across the continent. While this led to an age of impressive technological and arcane advancements that lasted 400 years, the Fizzars' pride and disregard for nature inevitably led to their downfall.

Destructive Choices. In their quest for what they called "the perfect now," a theoretical state of sublime beauty—the Fizzars began to ignore the ethical and environmental consequences of their obsession with progress. While some Fizzars were content to use chemical, mechanical, and biological energy in their works, many sought out elementals and drained them of their power. Although this sparked an industrial revolution across all of Wesden, it greatly disturbed the balance of nature. Magical weather phenomena called "sickly skies" began to occur frequently across Wesden.
These ranged from the strange and surreal—winds that only children and the elderly could feel—to the outright devastating—rain that slowly transformed whatever it touched into salt. In response, the Fizzars built arcane shields to contain the power of these arcane storms. Though the network of shields provided relief across the continent, they required massive amounts of energy, which the Fizzars sourced from elementals. The remains of the drained elementals began to revolt. These hollowings were made of pain, rage, and hate;
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Klaythusar's Ambition. In the Tanglewilds, a moon eluran named Klaythusar was born into this height of Fizzar power and arrogance. He studied under the greatest scholars of the age, learning how to trap, drain, and use elementals. However, Klaythusar believed he could surpass all the Fizzars who had come before him by harnessing the power of one of the aspects. With such power, he was sure he could not only end the sickly skies, but also reshape the world to his liking. Klaythusar set his sights on the Aspect of Water, believing that it was the gentlest of them and thus would be the easiest to capture and drain. He headed to the far north of Wesden and built his great Temple of Rime and Reason. There he and his tilia apprentice Natu constructed an enormous machine intended to absorb the Aspect of Water, which roamed the seas nearby.

The Shattering. Although all of Klaythusar's calculations and preparations were immaculate, he had not accounted for the sheer power of the Aspect of Water. When he activated the process to absorb the aspect, using his mind and body to control the transfer of power, the aspect resisted. As its energy poured through Klaythusar and into the battery he had prepared, it transformed from liquid into its enraged, icy form. This unleashed a shockwave of cold so powerful that it shattered northern Wesden into an archipelago and froze it over. Klaythusar was entombed in ice, and Natu was transformed into the first frostburned, a frigid undead creature. Despite his world-shaking failure, Klaythusar's experiment worked—in a way. He has successfully sealed the Aspect of Water inside an artifact, the Heart of Ice. This extraordinarily powerful *elemental heart** and its creator have remained trapped beneath the glacier encasing the temple ever since.

Fizzar Reaction. Although it was locked away, the aspect's grief and rage were so powerful that ice expanded rapidly across the continent. Fizzars from across Wesden scrambled to repurpose their magical shielding to hold back the encroaching ice age. For many Fizzars, this disaster caused by one of their own brought forth a crisis of philosophy. When the ice was finally contained to the northern mountains, later called the Frostcaps, the Fizzars gathered in the city of Halara that had first birthed their science. Regent Aom'jao of the eluran Luzos Regency oversaw a solemn conference that ended with the Fizzars agreeing to cease their meddling with nature's balance.

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TRAVELING IN WESDEN

Calendars

On Everden, there are 360 days in a solar year, divided into 12 months, each lasting 30 days.

There are two major calendars used in Wesden. The Humble calendar originates in Humblewood and is used across the northern and central parts of the continent. In the Humble calendar, years are called songs, and months are called choruses. According to the Humble calendar, the current year is Song 787. Where specific songs are noted in this book, they refer to the Humble calendar. For more information about the Humble calendar, see ***Humblewood Tales***.

The other major calendar is the Luzos calendar, used in the Tanglewilds and wherever the Eluran language is spoken. It reflects both the environment of the jungle and the long history of the Luzos Regency. According to the Luzos calendar, the current year is 3409, as it counts years from the reign of the first regent. While this number is used today, serious historians know it is technically inaccurate. Early regents often adjusted dates to make their own reigns seem longer or scrub the reigns of other regents from the annals of history.

Currency

The different regions of Wesden use different coins, but they are roughly accepted at the same exchange rate across the continent. Using a Firnveldt coin in the Tanglewilds might cause a merchant to react with surprise, but they will almost certainly take it.

The Humble Calendar

Verse (Season)	Chorus (Month)		
The Dawning Verse (Spring)	Glimmerbreath	Glimmercall	Glimmerhush
The Rising Verse (Summer)	Rayswell	Raytrill	Raycrest
The Falling Verse (Autumn)	Shadesigh	Shadetoll	Shadesway
The Fading Verse (Winter)	Deepdraw	Deepchime	Deepstill

The Luzos Calendar

Season (Translation)	Month (Translation)		
Arr'luh'uz (The Purring Dry Season)	Hres'luz (Secret sun)	Reeth'luz (Outdoor sun)	Rroo'luz (Traveling sun)
	Hrous'luz (Golden sun)	Vohng'luz (Shrewd sun)	Hrov'luz (Hungry sun)
Ahr'av'lah (The Roaring Rainy Season)	Hrehp'lah (Pouncing water)	Kurkh'lah (Invasion of water)	Shehm'lah (Humid water)
	Sohm'lah (Leaf water)	Mohr'lah (Muddy water)	Lehm'lah(Water that is like a weak stranger)

The Frostcaps and the Crystal Expanse have no local mint. People there largely use a mixture of coinage from Humblewood and Firnveldt. Although coins are minted in the Stormcrag city of Cleave, much of the region relies on bartering rather than money. Platinum coins are only minted in the Tanglewilds, and the Eluran name Fah-Hrous (meaning "great gold") is used across the continent.

Transportation

Traveling across Wesden poses different challenges depending on the region. The Horned Ridge mountain range that divides Humblewood from Firnveldt provides a serious obstacle to all but the most adventurous and determined travelers. Most of the giant insect mounts used in Humblewood can't endure the conditions, and Firnveldt's gargaths are the only beasts reliably capable of making the crossing. Traveling in the Frostcaps poses similar challenges, and reaching the Crystal Expanse requires serious planning and provisioning for explorers wanting to venture into the frozen north.

In contrast, Firnveldt and the Tanglewilds enjoy strong trading connections. Herds of gargaths bring loaded wagons across the grasslands, and ships ply the western and southern coasts when they aren't kept in port by storms. Travel here is relatively easy, though wise travelers prefer to travel with a group to defend against the dangers such as the predatory grassbeaks of the grasslands and the tythrans stalking the jungles. River travel is also well developed in both these regions, providing a faster but more expensive route for those able to pay.

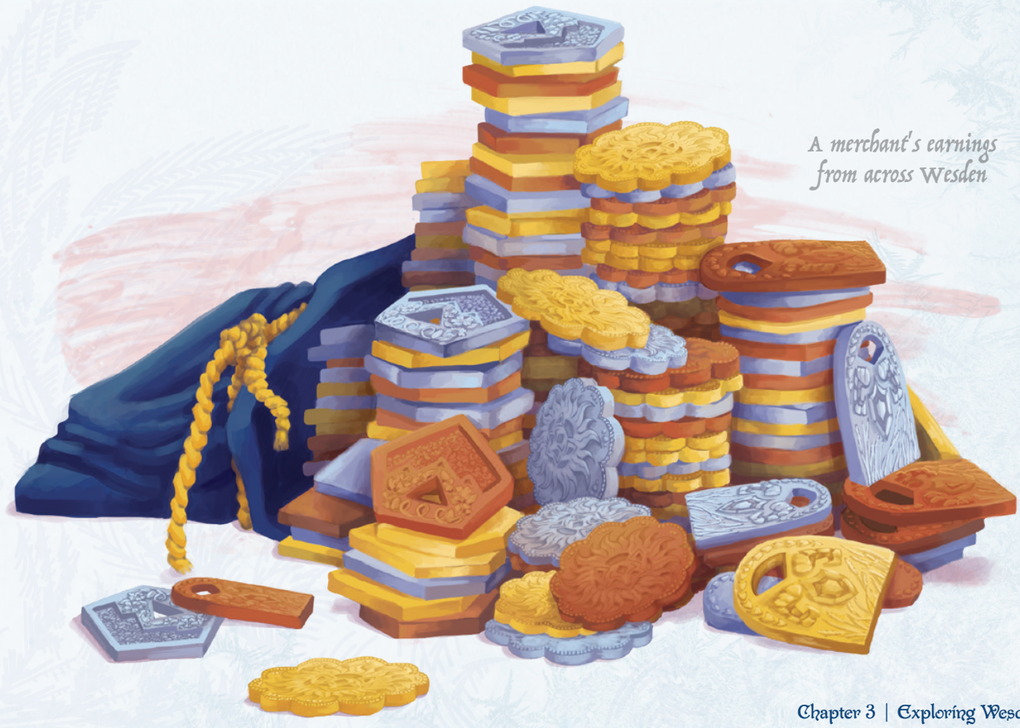
Although it lies between Firnveldt and the Tanglewilds, Stormcrag remains quite isolated. Its mountainous terrain and tumultuous weather make travel particularly difficult. Despite this, paths have been cut into the stones by the Stormfolk, and gorges are spanned by sturdy bridges. The fastest way to travel in Stormcrag is to befriend a windwatcher. These reptilian creatures have an unmatched mastery of the skies and have been known to offer rides to folk they like.

Languages

Across all of Everden, birdfolk share a common tongue thanks to their mystical connection to the spirits of the air. Thus, the Birdfolk language is used across cultures and regions by birdfolk and non-birdfolk alike for ease of communication, serving as a common tongue in Everden. The written form of Birdfolk is called Humblescratch.

Currency

Denomination	Firnveldt Name	Humblewood Name (Slang)	Stormcrag Name	Tanglewilds Name (Translation)
Platinum piece (pp)	Platinum Hevroq	—	—	Fah'hrous (Great gold)
Gold piece (gp)	Gold Roq	Gold acorn (Aller)	Sunround	Hrous (Gold)
Silver piece (sp)	Silver Peb	Silver acorn (Grif)	Starbit	Wawth (Silver)
Copper piece (cp)	Copper Grav	Copper acorn (Darn)	Pawpiece	Meh'wawth (Little silver)



A merchant's earnings from across Wesden

Nine Simpson

Other languages are spoken more or less widely depending on the region and population. Each language originated with a particular ancestry, but folk of all kinds learn the languages that are most useful and interesting to them. The new languages introduced in this book are:

Capran. Caprans diverged from the Cervan language long ago, and it incorporates a written form of runes. Capran and Cervan speakers can understand some but not all of each other's speech. To others, Capran sounds rhythmic and guttural. Capran literature has a strong tradition of rhetoric, and many of its greatest works take the form of dramatized debates.

Eluran. Eluran is the main language of the Luzos Regency in the Tanglewilds, where it is used as much as Birdfolk. It is filled with soft sounds and combines single-syllable concepts to build complex words. The Eluran script emerged from slashes that early elurans could make with their claws, giving it a looping calligraphic form. Scent is an important element of the written language. A text's meaning can be changed entirely by applying different perfumes to it, such as lending it sincerity or irony, tragedy or comedy. Where scent can't be applied, scent words are often added at the end of sentences to convey emotional intent.

Mustelese. The Mustelese language has the fewest speakers in Wesden. Non-speakers may be surprised by its huge range of tones which vary from deep growls and snarls to chirps and trills. Each tone changes the meaning of a word completely. There is no unique alphabet for Mustelese, so it is written with a modified form of Humblescratch that includes special symbols to indicate tones. There is a strong tradition of oral storytelling in Mustelese. Sagas of revenge and endurance are passed down in families for generations.

Tilian. Tilian is described by some as a slippery language thanks to its rapid pace and heavy use of alliteration. It is completely unlike any of the other languages of Wesden, sharing no grammar and little vocabulary with them. A typical Tilian sentence is filled with rhyme, rhythm, and tongue-twisting syllables. The written form of Tilian uses clusters of dots and stripes to form letters, derived from early tilia using their hands to "print" onto leaves. Today, Tilian writers use brushes and inks in vibrant, alchemically derived shades.

Factions

There are several groups and organizations that operate across Wesden. Some of these include:

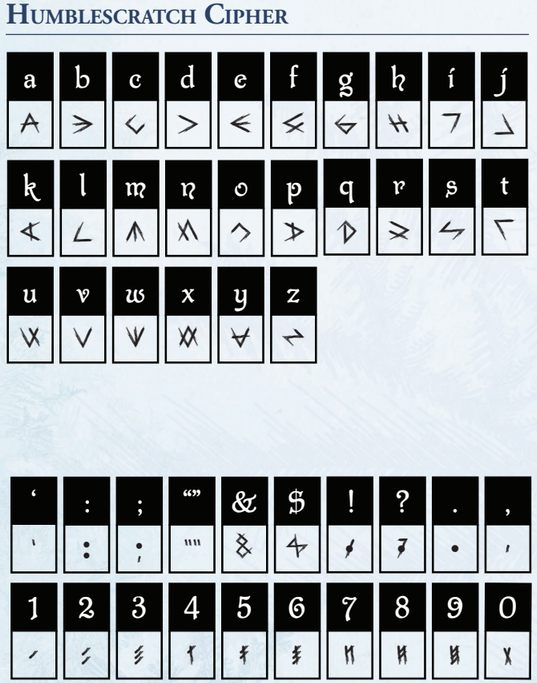
The Tenders. This order of druids and nature mages began in Humblewood hundreds of years ago under the tutelage of the ancient treants. They have been instrumental in dealing with the forest fires plaguing that region and their collaborative attitude with nature is very influential. The Tenders have since spread across Wesden, bringing their combination of druidic sensitivity and scholarly rigor to other regions. Wherever they are found, Tenders work with the local fauna and flora. In the Crystal Expanse, the Sunsworn Tenders monitor the fluctuations in the spreading and receding ice. The Skysworn Tenders work closely with the capran Stonehoof Protectorate, particularly in improving agriculture. The Tenders of Stormcrag, called the Stormswept, are a loose association of members who work independently compared to the other more hierarchical branches. The most recently established branch of the Tenders is in the Tanglewilds. In the few years they have been operating, these Wildgrowth Tenders have already gained a reputation for bravery in solving problems for both Tanglefolk and the jungle.

The Wesden Explorers' Association. Also known as the Fortune Seekers, this guild of adventurers maintains outposts all over the continent. They offer their members lodgings and camaraderie at their guild houses, which are a popular destination with explorers wanting to swap stories with their fellows. Adventurers can also pick up work from the notices posted by the public at the guild houses. Anyone seeking information, maps, or rumors ahead of their next expedition can find something useful at the Wesden Explorers' Association.

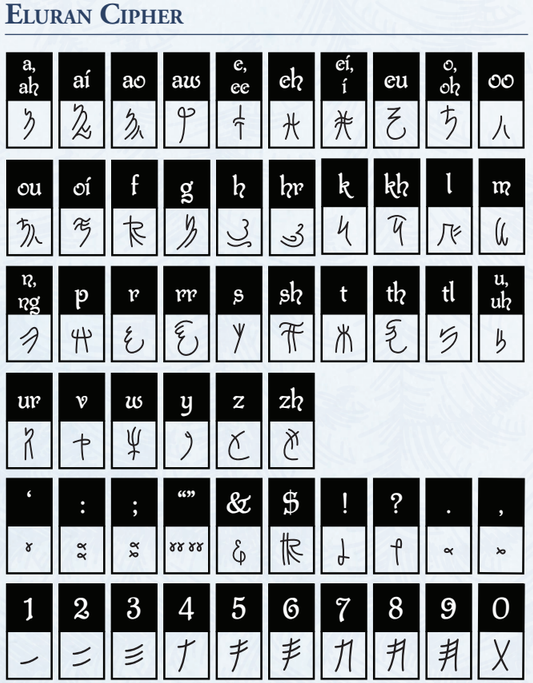
The Khorr'eith. The spy network of the Luzos Regency operates within its own territory and beyond. Most agents are informants, passing news, gossip, and secrets back to base in Halara using ciphers and codes. However, a few are highly trained luhz kehsh warriors capable of infiltration and elimination of threats. The goals of the Khorr'eith are to be aware of any problems that might threaten the Regency and deal with them before they erupt into chaos if necessary. The spy network rarely intervenes directly outside of the Tanglewilds unless there is a direct threat to the Regency. Currently, Pia, the sister of the regent, leads the Khorr'eith, but this fact is kept highly secret even to most members of the network. She uses her role as high priestess of the moon as cover, as have generations of her forebears.

The Knights of Knowhere. This secretive order of paladins is dedicated to safeguarding ancient Fizzar knowledge. They operate from a fortress deep within the Stormcrag mountains, but their knights are scattered across Wesden, searching for and hiding away ancient technology. The order has existed since the Shattering, but it has long forgotten why it obscures all traces of the Fizzars. Despite this lack of self-understanding, the knights operate with intense dedication to their task. They keep their own existence hidden, traveling under various different guises such as scholars, teachers, or traders to better keep their secrets.

Humblescratch Cipher



Eluran Cipher



Nine Simpson

3 Exploring Wesden

THE WORLD OF EVERDEN

Everden is a world of magic springing from nature. The people dwelling here resemble animals and birds, each with their own natural skills and talents. The land, skies, seas, and lives of Everden's folk are all touched by fundamental guiding forces that give the world its unique character.

The Great Rhythm. The inhabitants of Everden refer to the force that shapes, guides, and connects their world as the Great Rhythm. Like a musical score, the Great Rhythm ensures the notes of creation are played in the proper order—the seasons change, the sun rises and sets, death follows life, and new life springs from death. The conductors of the Great Rhythm are the Amaranthines, deities honored across Everden (see **Religion in Wesden** for more information).

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TRAVELING IN WESDEN

Calendars

On Everden, there are 360 days in a solar year, divided into 12 months, each lasting 30 days.

There are two major calendars used in Wesden. The Humble calendar originates in Humblewood and is used across the northern and central parts of the continent. In the Humble calendar, years are called songs, and months are called choruses. According to the Humble calendar, the current year is Song 787. Where specific songs are noted in this book, they refer to the Humble calendar. For more information about the Humble calendar, see ***Humblewood Tales***.

The other major calendar is the Luzos calendar, used in the Tanglewilds and wherever the Eluran language is spoken. It reflects both the environment of the jungle and the long history of the Luzos Regency. According to the Luzos calendar, the current year is 3409, as it counts years from the reign of the first regent. While this number is used today, serious historians know it is technically inaccurate. Early regents often adjusted dates to make their own reigns seem longer or scrub the reigns of other regents from the annals of history.

Currency

The different regions of Wesden use different coins, but they are roughly accepted at the same exchange rate across the continent. Using a Firnveldt coin in the Tanglewilds might cause a merchant to react with surprise, but they will almost certainly take it.

The Humble Calendar

Verse (Season)	Chorus (Month)		
The Dawning Verse (Spring)	Glimmerbreath	Glimmercall	Glimmerhush
The Rising Verse (Summer)	Rayswell	Raytrill	Raycrest
The Falling Verse (Autumn)	Shadesigh	Shadetoll	Shadesway
The Fading Verse (Winter)	Deepdraw	Deepchime	Deepstill

The Luzos Calendar

Season (Translation)	Month (Translation)		
Arr'luh'uz (The Purring Dry Season)	Hres'luz (Secret sun)	Reeth'luz (Outdoor sun)	Rroo'luz (Traveling sun)
	Hrous'luz (Golden sun)	Vohng'luz (Shrewd sun)	Hrov'luz (Hungry sun)
Ahr'av'lah (The Roaring Rainy Season)	Hrehp'lah (Pouncing water)	Kurkh'lah (Invasion of water)	Shehm'lah (Humid water)
	Sohm'lah (Leaf water)	Mohr'lah (Muddy water)	Lehm'lah(Water that is like a weak stranger)

The Frostcaps and the Crystal Expanse have no local mint. People there largely use a mixture of coinage from Humblewood and Firnveldt. Although coins are minted in the Stormcrag city of Cleave, much of the region relies on bartering rather than money. Platinum coins are only minted in the Tanglewilds, and the Eluran name Fah-Hrous (meaning "great gold") is used across the continent.

Transportation

Traveling across Wesden poses different challenges depending on the region. The Horned Ridge mountain range that divides Humblewood from Firnveldt provides a serious obstacle to all but the most adventurous and determined travelers. Most of the giant insect mounts used in Humblewood can't endure the conditions, and Firnveldt's gargaths are the only beasts reliably capable of making the crossing. Traveling in the Frostcaps poses similar challenges, and reaching the Crystal Expanse requires serious planning and provisioning for explorers wanting to venture into the frozen north.

In contrast, Firnveldt and the Tanglewilds enjoy strong trading connections. Herds of gargaths bring loaded wagons across the grasslands, and ships ply the western and southern coasts when they aren't kept in port by storms. Travel here is relatively easy, though wise travelers prefer to travel with a group to defend against the dangers such as the predatory grassbeaks of the grasslands and the tythrans stalking the jungles. River travel is also well developed in both these regions, providing a faster but more expensive route for those able to pay.

Although it lies between Firnveldt and the Tanglewilds, Stormcrag remains quite isolated. Its mountainous terrain and tumultuous weather make travel particularly difficult. Despite this, paths have been cut into the stones by the Stormfolk, and gorges are spanned by sturdy bridges. The fastest way to travel in Stormcrag is to befriend a windwatcher. These reptilian creatures have an unmatched mastery of the skies and have been known to offer rides to folk they like.

Languages

Across all of Everden, birdfolk share a common tongue thanks to their mystical connection to the spirits of the air. Thus, the Birdfolk language is used across cultures and regions by birdfolk and non-birdfolk alike for ease of communication, serving as a common tongue in Everden. The written form of Birdfolk is called Humblescratch.

Currency

Denomination	**Firnveldt Name**	**Humblewood Name** (Slang)	**Stormcrag Name**	**Tanglewilds Name** (Translation)
Platinum piece (pp)	Platinum Hevroq	—	—	Fah'hrous (Great gold)
Gold piece (gp)	Gold Roq	Gold acorn (Aller)	Sunround	Hrous (Gold)
Silver piece (sp)	Silver Peb	Silver acorn (Grif)	Starbit	Wawth (Silver)
Copper piece (cp)	Copper Grav	Copper acorn (Darn)	Pawpiece	Meh'wawth (Little silver)

A merchant's earnings from across Wesden

Nine Simpson

Other languages are spoken more or less widely depending on the region and population. Each language originated with a particular ancestry, but folk of all kinds learn the languages that are most useful and interesting to them. The new languages introduced in this book are:

Capran. Caprans diverged from the Cervan language long ago, and it incorporates a written form of runes. Capran and Cervan speakers can understand some but not all of each other's speech. To others, Capran sounds rhythmic and guttural. Capran literature has a strong tradition of rhetoric, and many of its greatest works take the form of dramatized debates.

Eluran. Eluran is the main language of the Luzos Regency in the Tanglewilds, where it is used as much as Birdfolk. It is filled with soft sounds and combines single-syllable concepts to build complex words. The Eluran script emerged from slashes that early elurans could make with their claws, giving it a looping calligraphic form. Scent is an important element of the written language. A text's meaning can be changed entirely by applying different perfumes to it, such as lending it sincerity or irony, tragedy or comedy. Where scent can't be applied, scent words are often added at the end of sentences to convey emotional intent.

Mustelese. The Mustelese language has the fewest speakers in Wesden. Non-speakers may be surprised by its huge range of tones which vary from deep growls and snarls to chirps and trills. Each tone changes the meaning of a word completely. There is no unique alphabet for Mustelese, so it is written with a modified form of Humblescratch that includes special symbols to indicate tones. There is a strong tradition of oral storytelling in Mustelese. Sagas of revenge and endurance are passed down in families for generations.

Tilian. Tilian is described by some as a slippery language thanks to its rapid pace and heavy use of alliteration. It is completely unlike any of the other languages of Wesden, sharing no grammar and little vocabulary with them. A typical Tilian sentence is filled with rhyme, rhythm, and tongue-twisting syllables. The written form of Tilian uses clusters of dots and stripes to form letters, derived from early tilia using their hands to "print" onto leaves. Today, Tilian writers use brushes and inks in vibrant, alchemically derived shades.

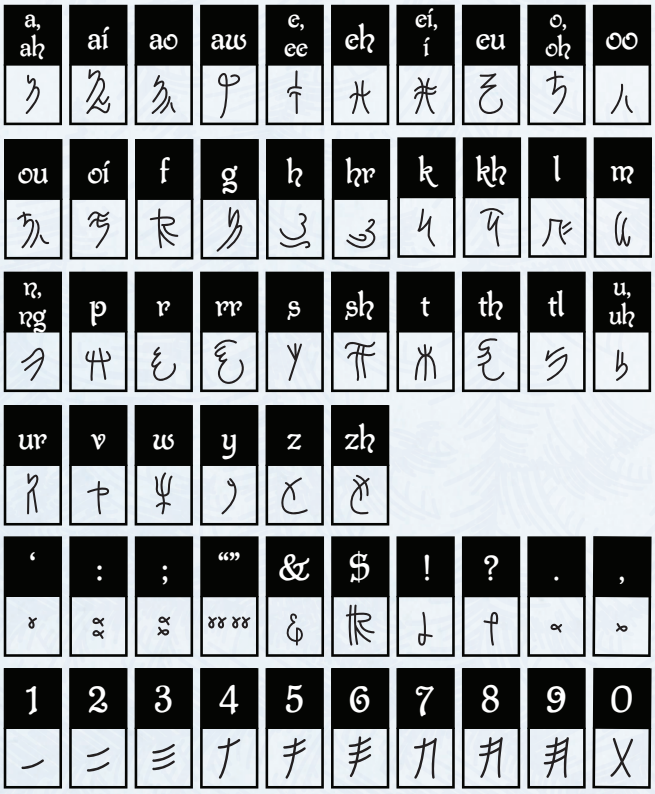
Factions

There are several groups and organizations that operate across Wesden. Some of these include:

The Tenders. This order of druids and nature mages began in Humblewood hundreds of years ago under the tutelage of the ancient treants. They have been instrumental in dealing with the forest fires plaguing that region and their collabora-

Humblescratch Cipher

Eluran Cipher



tive attitude with nature is very influential. The Tenders have since spread across Wesden, bringing their combination of druidic sensitivity and scholarly rigor to other regions. Wherever they are found, Tenders work with the local fauna and flora. In the Crystal Expanse, the Sunsworn Tenders monitor the fluctuations in the spreading and receding ice. The Skysworn Tenders work closely with the capran Stonehoof Protectorate, particularly in improving agriculture. The Tenders of Stormcrag, called the Stormswept, are a loose association of members who work independently compared to the other more hierarchical branches. The most recently established branch of the Tenders is in the Tanglewilds. In the few years they have been operating, these Wildgrowth Tenders have already gained a reputation for bravery in solving problems for both Tanglefolk and the jungle.

The Wesden Explorers' Association. Also known as the Fortune Seekers, this guild of adventurers maintains outposts all over the continent. They offer their members lodgings and camaraderie at their guild houses, which are a popular destination with explorers wanting to swap stories with their fellows. Adventurers can also pick up work from the notices posted by the public at the guild houses. Anyone seeking information, maps, or rumors ahead of their next expedition can find something useful at the Wesden Explorers' Association.

The Khorr'eith. The spy network of the Luzos Regency operates within its own territory and beyond. Most agents are informants, passing news, gossip, and secrets back to base in Halara using ciphers and codes. However, a few are highly trained luhz kehsh warriors capable of infiltration and elimination of threats. The goals of the Khorr'eith are to be aware of any problems that might threaten the Regency and deal with them before they erupt into chaos if necessary. The spy network rarely intervenes directly outside of the Tanglewilds unless there is a direct threat to the Regency. Currently, Pia, the sister of the regent, leads the Khorr'eith, but this fact is kept highly secret even to most members of the network. She uses her role as high priestess of the moon as cover, as have generations of her forebears.

The Knights of Knowhere. This secretive order of paladins is dedicated to safeguarding ancient Fizzar knowledge. They operate from a fortress deep within the Stormcrag mountains, but their knights are scattered across Wesden, searching for and hiding away ancient technology. The order has existed since the Shattering, but it has long forgotten why it obscures all traces of the Fizzars. Despite this lack of self-understanding, the knights operate with intense dedication to their task. They keep their own existence hidden, traveling under various different guises such as scholars, teachers, or traders to better keep their secrets.

Nine Simpson

Humblewood and Its Hinterlands

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Humblewood is a vast land east of the Horned Ridge mountains, covered by the ancient temperate forest from which it derives its name. Between the forest and the Horned Ridge are the muddy swamplands of the Mokk Fields. In the east of Humblewood rise the Crest Mountains, and to the south of the Wood lie the tumultuous shores of the Talongrip Coast.

Alderheart. At the center of the Wood, towering over even the eldest trees, stands the city of Alderheart. Shaped and sculpted by druids into the branches and trunk of a venerable Evertree, Alderheart is the metropolitan hub of Humblewood. Folk from across Everden mingle in the city's bustling markets while the less fortunate scurry through the dark tunnels in its roots. Many adventurers get their start in the Great Tree City, soon finding their journeys taking them all across Wesden.

Divided Folk. In Humblewood, there has long been a cultural and social distinction between the birdfolk and the humblefolk, which is far less present elsewhere in Wesden. In recent years, tensions have risen between the birdfolk of Alderheart and the humblefolk that live in the greater Humblewood forest, driven by mysterious wildfires that pushed them out of their homes. Despite the recent quelling of the flames and the defeat of the Aspect of Fire that caused them, some humblefolk still harbor mistrust for those in power in Alderheart.

Venturing Beyond Humblewood. Many well-worn wagon roads stretch westward and northward from the forest, leading to several dangerous paths over both the Horned Ridge and the ice-covered Frostcap mountains. These routes are well known to travelers, and local guides make their living leading adventurers and merchants safely through the dangerous passes. Particularly brave travelers can also find their way to Firnveldt via the still-under-construction Underway, a subterranean river tunnel dug straight through the rock.

More information about the Humblewood region can be found in the ***Humblewood Campaign Setting*** and ***Humblewood Tales***.

A humble research station looks out over the Horned Ridge Mountains.

Makenna Karp

The Crystal Expanse

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A blizzard paints the world white. Wind tears at you, threatening to push you over on the slippery ice and snow beneath your feet. Yet up ahead, you see blue light, bright enough to shine through the whiteout. A spike of vivid, glowing blue crystal juts from the frozen ground, its origin a mystery.

The Crystal Expanse is a wide archipelago that lies to the north of Wesden across the Bladesea. Ice covers the land and sea year-round. The western region of the Expanse, called Bitterland, is largely unexplored save for the coasts; the central area, Endridge, is dominated by massive glaciers, and folk spend the summers here in a handful of settlements and research stations. To the northeast, the chain of islands called the Crystal Wastes comprise the most dangerous and desolate portions of the Crystal Expanse.

The Shattering. The Crystal Expanse was not always such a cold and forbidding place. 1,600 years ago, the archipelago was connected to Wesden and had a far warmer climate. However, when a world-changing Fizzar experiment attempting to control the power of the **Aspect of Water*** shattered the continent, the islands of the Crystal Expanse were formed, and the region became locked under a blanket of ice. The aspect's frigid power infuses the landscape and the creatures here, though there has been no sign of the primordial elemental itself since the Shattering.

Crystal Tears. Among all the extraordinary sights in the Crystal Expanse, the crystals that gave the region its name are among the most beautiful and mysterious. These massive blue obelisks glow with an eerie light. When the swirling auroras overhead shine their brightest, they seem drawn toward the tips of the crystals. All attempts at taking a sample to study the crystals have failed, as their surface is impenetrable. Some believe the spires are magically infused ice, while others think they are arcane stones crafted by those who lived here before the Shattering. The crystals range in size from the height of a brightfang mustel to as tall as trees.

Newcomers to the Crystal Expanse are warned not to touch the crystals, as doing so produces visions of plunging into an endless, tumultuous expanse of water and a feeling of anguish, which gives them the name of Crystal Tears. Folk living in encampments near a crystal watch out for those who have become lost in this watery reverie despite the warnings. The hidden truth behind the Crystal Tears is that they were created by the Aspect of Water's grief when it was sealed away inside a *elemental heart**. Folk who touch the crystals experience an echo of its misery and torrential power.

Travel. Trekking through the Crystal Expanse is not an expedition to be taken lightly, but for those with immense determination, proper equipment, and warm coats, it is an unforgettable experience. The region possesses unparalleled beauty—the light reflecting through the crystals and ice creates glittering landscapes that, at certain times of day, seem to glow with an internal light. If the adventurers are particularly lucky, they may witness the most striking natural phenomenon of the north: the auroras, a spectacular light show of dancing blue, greens, and purples that illuminate the night sky.

Most explorers in the region use skimmers, flat-bottomed sleds that can also be used as a boat for short-range travel. Skimmers catch the strong winds that whip across the expanse in their sails, but a lack of wind or an unlucky direction of a gale can strand unlucky travelers.

Dangers. Countless explorers have been lost to the sudden collapse of a glacier wall, the icy embrace of a crevasse, or whiteout storms that trick the senses. The cold saps explorers' energy, and anyone who ventures out unprepared is surely doomed.

While few folk live here, the Crystal Expanse is far from lifeless. This land is the domain of the giant **maulruses*** who live above and below the frozen seas. **Slushy slimes*** rely on freezing temperatures to keep their icy bodies from melting. Seabirds wheel overhead near the coasts. There are also rumors of creatures that look like folk appearing in storms and snatching up unlucky folk from their beds. What no one knows is that these creatures are the **frostburned***.

New Expeditions. Since the rise of the Aspect of Fire in Humblewood, new ocean routes have formed between the major landmasses as some of the archipelago's ice has melted. This melting has begun to release the Crystal Expanse's secrets from their tomb of ice, drawing increasing numbers of researchers, treasure-seekers, and adventurers.

SETTLEMENTS & LANDMARKS IN THE CRYSTAL EXPANSE

Few dare venture to the encampments scattered across the region, and even fewer folk live here year-round. During the winter, inland conditions are too cold and challenging for even the hardiest explorers to endure, but several settlements have sprung up along the coast.

Slicer's Crash, Frontier Camp

Across the bay from the town of Slicer's Dive is Slicer's Crash. This encampment was the site of the mapach inventor Slicer's disastrous crash on the first voyage of his submarine. It is one of the few places where folk live year-round in the region, thanks to the deliveries of supplies from the Frostcaps. It also sees a lot of traffic, mostly adventurers from the south heading deeper into the Crystal Expanse and those returning from the ice fields heading to warmer climes.

Gulma's Goods. The one general store in town is run out of a large tent by a brightfang mustel named Gulma the Goldfang [she/her].

True to her nickname, one of her fangs is gold. Gulma has a stranglehold on trade in Slicer's Crash and works hard to keep it that way. Her prices for food, expedition gear, and clothing are extortionate, but she's the only option. However, more than money, Gulma is interested in owning unique objects that no one else has, and she is willing to barter to grow her collection.

The Fortune Seekers' Social Club. The northernmost chapter of the Wesden Explorers' Association has a foothold here in Slicer's Crash. The social club is a windowless hut with dubiously comfortable chairs and a musty backroom where travelers can lay out their bedrolls. Anyone is welcome, regardless of membership, but guild members usually claim the most comfortable spots. There is a weekly rotation of entertainment, including live music, card night, storytelling, nut chequers, and performances by the fieldscurry jerbeen Hubble Jollylegs [he/him] and his semi-trained **slushy slime***. Though the social club is a humble place, it is always filled with merriment during storms as folk gather to seek comfort and distraction.

FOOD & DRINK IN THE CRYSTAL EXPANSE

Most food is shipped in from the south. Explorers favor dense, rich foods that last a long time.

Gloweed. One of the few plants that grow in the Crystal Expanse, this coastal seaweed gets its name from the green-blue glow it emits at night. When boiled, it becomes soft and edible. It has a strong mineral taste that is generally considered pleasant, and it has many health benefits.

Rowlbert's Advanced Explorers' Biscuits. Made in Humblewood by an enterprising strig, what these biscuits lack in flavor, they make up for in dense nutrition. Explorers often swap tips for making this basic ration more appealing, such as boiling it into a porridge, smearing it with honey, or seeing who can fit the most in their mouth at once.

Snowmash. This strong alcoholic drink is made from berries and lichens that are frozen and then defrosted before being fermented. It is served hot in tiny cups and best sipped slowly.

"Never venture out without a tin of Rowlbert's!"
- old slogan

Rowan Holloway

Rocky Landing, Shipwreck Turned Settlement

Rocky Landing is a small camp located on the shores of the Bitterland region. Around 15 songs ago, the Icebeak, a great icebreaker ship powered by four mighty sails and a crew of mages controlling the weather, magnificently broke through the frozen sea before unceremoniously smashing itself to pieces on the snow-camouflaged coast. This camp built from the wreckage became the first foothold in the Crystal Expanse for explorers from Firnveldt. Wooden ramps and rope bridges connect cabins made from the remains of the Icebeak. Even in summer, icebreaker ships must stop short of the shoreline, and expeditions and deliveries must continue by skimmer.

Leader. The leader of the Rocky Landing expedition is Tunus Pennyfeather [he/him], a stout, white-feathered gallus with an enchanted glass eye that occasionally rolls in a different direction to peek at something of interest. Pennyfeather's jolly personality masks his cunning and ruthlessness, which those living in the encampment rely upon to survive the perils of the icy north. Though not cruel, he feels no remorse for doing what he considers necessary to keep Rocky Landing safe throughout the summer season and make sure all its residents can return to Firnveldt before winter hits.

Malchis Research Station

Massive metal legs anchor the research station platform to the seabed east of Endridge. The legs adjust to the movement of the sea, keeping the station completely stable while everything around it bobs with the ocean currents. Close to 40 explorers are housed here during the summer months in well-insulated buildings. The largest hut on the platform serves as a dining and recreation space for researchers, while the surrounding cabins hold laboratories, observation sites, accommodations, storage, and more. Around half of the folk stationed at Malchis over the summer are Sunsworn Tenders. They are searching for answers as to what caused the Shattering and how it could be connected to the receding ice.

Pondeglass's Ice Bridges. Northeast of Malchis, eight arced ice bridges connect a scattering of islands. However, explorers who happen upon these ice bridges may become stranded as they melt and reform seemingly at random. A gallus Tender called Pondeglass [he/him] spent three months documenting them but could find no pattern. Nevertheless, he remains obsessed with understanding the bridges' origins and can often be found camped out here.

The Sunspire, Tender Stronghold

The headquarters of the Sunsworn Tenders in the Crystal Expanse is the most dramatic structure in Bitterland. This tall, graceful building stands out against the frozen landscape not solely for its height but also because of the colorful panes of ice that make it up its sides. As there are very few plants to shape in the Crystal Expanse, the Tenders instead shaped vibrant frozen algae to create the colorful stained-glass-like panes of the Sunspire.

The structure has three aboveground levels: the top level provides a lookout station; the middle holds living quarters; and the ground level contains a dining area, a communal space, and supply storage. Beneath these, a subterranean level houses relics, plants, preserved seeds, and casks of a strong beverage called snowmash.

Despite the Sunspire's icy construction, the temperature inside is pleasant thanks to clever engineering and walls lined with insulating algae-ice. During the day, light filters in, while at night no illumination is needed as the glow of three nearby Crystal Tears and the overhead aurora are bright enough to read by.

Auroris Encampment. Clustered around the base of the Sunspire, the Auroris Encampment's tents and shacks were built close together to protect against the cold. This small community has grown thanks to the presence of the Tenders. Some residents are researchers, while others serve as guards and guides for the Tenders during their expeditions into the deep wilderness.

The Sunspires rainbow extravagance can be seen for miles around

Alannah Rose

RELIGION IN THE CRYSTAL EXPANSE

With explorers arriving here from across Wesden and beyond, many religious traditions are observed. Though there are no major temples, some folk keep shrines or wear amulets to help them feel connected to one or more of the Amaranthines. Among these, the most popular are Hath the Whisperer and Eresutha the Hidden, as many people seek answers to mysteries among the snow and ice. In winter, daylight lasts for the barest of hours, and some folk who have been cooped up too long claim to have seen the great black shape of Tyton the Nightfather flying through the darkness.

Hollow's Reverb, Ancient Trove

The northernmost landform yet reached by explorers is a series of caves created by Fizzars, filled with glittering ice sculptures. At the height of summer, some sculptures melt just enough to reveal the long-dead monsters encased within.

Using energy drawn from elementals, the Fizzars of the past reshaped living creatures into new forms they could use as beasts of burden or weapons of war. During the Shattering, a few of these experiments were preserved in ice within the caves of Hallow's Reverb.

For any adventurous enough to explore the caves, there is a bounty of ancient technology, enchanted items, and rare potions buried there. Experienced explorers attempt to scare off rivals with tales of ferocious monsters being revived when exposed to the smallest bit of body heat. These claims may be exaggerated, but to avoid thawing out the cave's frozen inhabitants, visitors should be mindful about increasing the cave's ambient temperature.

Other Settlements in the Crystal Expanse

Some camps in the Crystal Expanse only last a season or two because of the harsh climate. Others, such as the ones listed, are more established.

Lapis Encampment. The Lapis encampment is run by archaeologists deep in the mountains of Endridge. They are investigating an ancient Fizzar installation that was once used to contain elementals before their energy was extracted.

Orbis Encampment. Orbis remains a great mystery. It was one of the first camps explorers set up in Endridge and was consistently used over several summers. Then it fell silent. A later expedition found everyone at Orbis had been hardened into ice sculptures. The reality of what happened to Orbis remains one of the region's most chilling mysteries, and the place is now abandoned and considered cursed.

Mossbaar. This small settlement in southern Bitterland was recently founded by a group from Firnveldt trying to make a new home. As the permafrost doesn't extend this far south, they believe they can live here permanently.

FESTIVALS & EVENTS IN THE CRYSTAL EXPANSE

The folk living and working here bring their traditions with them, but there are also new observances celebrated here.

Long Night. For the few folk who overwinter in the Expanse, Long Night is a celebration of the turning of the year. A feast, albeit meager due to the need to ration supplies, is held on the longest night of the year. Folk push back against the dark with singing and merriment. Although the night is filled with candlelight and firelight, a plate of food is set out for the Amaranthine Tyton in recognition of his dominion over dark times.

Tooth and Maw. The icy wide plains of the arctic region gave rise to a new sport in the Crystal Expanse. Tooth and maw is a game played by two teams using sticks to push a sizable, disc-like seed into the opponent's goal. The larger encampments have around half a dozen four-player tooth and maw teams. Despite the difficulties, some keen players are trying to establish a proper tooth and maw league so different camps can compete against each other. The sport has also started to spread to the Frostcaps.

Nothing gets between a maulrus and her pups

Nine Simpson

ADVENTURES IN THE CRYSTAL EXPANSE

Use the following adventure hooks as inspiration for running games in the Crystal Expanse.

Hitting the Big Slime (low level). Hubble Jollylegs's semi-trained **slushy slime*** goes wild in the Fortune Seekers' Social Club, smashing card tables and attacking patrons. As Hubble (**scout**) tries to get his slime under control and stop the club members from hurting it, there is a rumble from outside. Wave upon wave of slushy slimes advance on Slicer's Crash. What has drawn them here, and can the party save the camp from a slushy end?

Lost in Tears (mid level). The party is hired to go on a rescue mission. A group of Tenders went out to examine one of the Crystal Tears, and they were expected back days ago. When the party arrives, they find the Tenders locked in watery enchantment, touching the crystal. Forcing any Tender to let go of the crystal causes them to scream and flail back toward the great blue spike. But the Tenders are frigid and close to death after long exposure to the cold. How can the party find a way to free them from the Crystal Tear without leaving their minds behind in the Tear's ocean of sadness?

Not So Nice Ice Giants (high level). After being attacked by explorers one too many times, the maulruses of the Crystal Expanse gathered together in a conclave. They have decided to push the folk out of their lands by force. Can the party save the folk who live and work here from the angry maulrus giants, or perhaps broker peace between the maulruses and the explorers?

A friendly game of tooth and maw in full swing

NPCS IN THE CRYSTAL EXPANSE

Use the NPCs in the table to inspire adventures and encounters in this region.

d8	NPCs
1	Scarl Bergbeak [he/him] is an eccentric, white-feathered strig. While lost in a blizzard, he was saved by a **maulrus***. Now, he tries to convince others that the maulruses aren't beasts but sapient creatures.
2	The Slicer's Knives are a rowdy team of tooth and maw players led by a vulpin captain named Kettu Blancruse [she/her]. The Knives are always looking for new opponents or, failing that, new fans.
3	Neeli Thistlefluff of Altumaroo [she/her], a vivacious rockburrow jerbeen, runs Thistlefluff's Snowy Sundries. This former adventurer changed careers after realizing how often she would forget the one exact thing she needed while out in the wilds. She carries her goods on a brightly-colored skimmer between different camps. Neeli makes the trip back to Altumaroo twice a season to restock her wares.
4	A spiny hedge named Victa Rustlehedge [they/them] is a young Sunsworn Tender. They want to carry out their duties tending to a patch of gloweed but are struggling to adjust to the cold.
5	Olver Whitetail [he/him] is a yantan capran guide who leads folks across the Crystal Expanse for a small fee. He is relentlessly sarcastic. Olver has a large scar across his chest and shoulder that aches a day before the weather is going to change.
6	JararmapoppingofseaweedSimcreakofAltoh BaWa [she/her], a seeta bard, seeks unique sounds from remote natural locations to add to her performances. She has heard tales of spiraling ice formations, which create a beautiful haunting melody when the wind blows, and she wants to add their sound to her repertoire.
7	Akali from Schist [they/he] is an arma hedge student from Axxin University researching **slushie slimes***.
8	Sabi [she/her] and Marjoram the Unrepentant [they/them], a mapach astronomer and a longdance mustel oceanographer, are investigating why several stars are not visible in the night sky's reflection in areas where glaciers have recently melted.

Nine Simpson

The Frostcaps

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A fast-flowing river roars through the valley filled with still mountain air. Ice creeps across the river surface, heralding the end of the brief summer. In the shadow of the mountains, your breath plumes in the crisp air.

At the northern end of the continent of Wesden, the Horned Ridge alps give way to the Frostcaps. A heavy layer of snow and ice covers the Frostcaps mountains year-round. Crisp, fast rivers wind between the peaks and feed deep, icy-cold lakes of clear water. The Frostcaps may be dangerous and rugged, but they also contain wide, untouched expanses; the smell of pine; vast stillness; and spectacular views.

Life in the Frostcaps. Settlements in the Frostcaps are few and far between, and those who choose a life in the remote peaks tend to be fiercely independent and love the quiet frontier. As the frozen ground is unsuitable for farming, hunting and fishing are essential skills to feed a family.

Frostfolk. Despite treasuring their profound independence, Frostfolk are incredibly hospitable to guests. Often, the kindness of a stranger is the only thing sparing a traveler from the elements, so a clean bed, a hot meal, and a friendly ear are easily found. However, overstaying this welcome or abusing that trust has a high price—Frostfolk know how to defend themselves and aren't afraid of a fight.

THE FROSTCAPS' FIZZAR PAST

There are tales that the Frostcaps hide ruins of ancient cities that were once sites of great power. There, demon-wizards reshaped living creatures and performed world-shaking magic. To this day, folk still hear the peaks humming with residual magic. Such stories are told to warn children against venturing too deep into the wilderness.

In truth, arcane scientists called Fizzars once lived in these lands, performing their experiments and draining elementals of their power. Traces of their research facilities are still hidden in the mountains and beneath the town of Altumaroo.

SETTLEMENTS & LANDMARKS IN THE FROSTCAPS

Altumaroo, Local Hub

Altumaroo is the closest thing in the Frostcaps to a major settlement. A few thousand folk live in this town that is nestled at the head of the Songside River Valley on Lake Maroo.

A Town on a Town. Altumaroo is built on and from the ruins of a pre-Shattering settlement. Before the Shattering, an enormous, bustling city stood here, a hub of magic, science, and power. Today, all that remains of the original metropolis is a massive disc of crumbled foundation that projects into Lake Maroo, atop which the modern town is built. A few standing buildings have been reused, but most of the town was built from the rubble of the previous city. Walls often incorporate ancient carvings, and the most common are representations of the Amaranthine of innovation, Gesme.

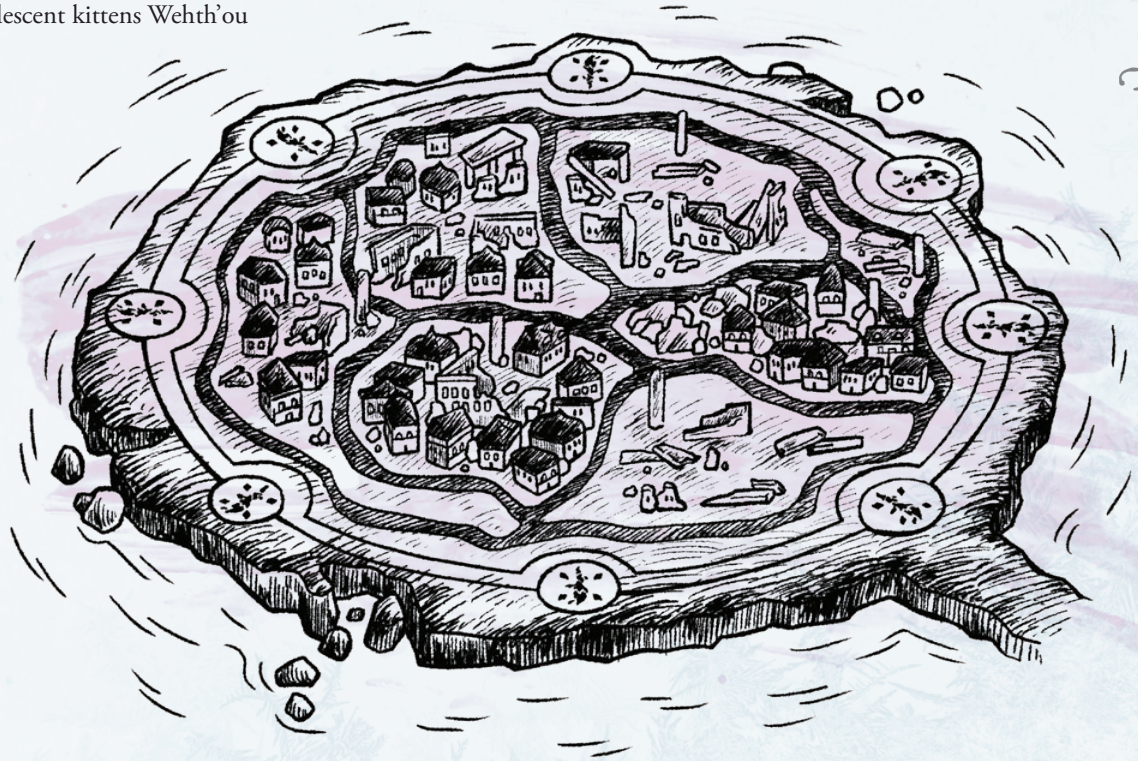
Cultural Hub. As the only major settlement for hundreds of miles, Altamaroo draws folk living in the Frostcaps whenever they want companionship, mundane or magical healing, or goods they can't make themselves. This makes Altumaroo a lively and welcoming town. Those fortunate or dedicated enough to reach it are treated to music, dancing, storytelling, and poetry as folk come together to swap stories and share good times.

The General Store. The largest of the shops in Altumaroo is the General Store run by Yaozeng [she/her], a large-pawed, gray-furred moon eluran. She has cultivated good relationships with the intrepid traders who travel here from Firnveldt and Humblewood, allowing her to stock a wider variety of goods than can be found elsewhere in the Frostcaps. Yaozeng sells her goods at far more reasonable prices than those found further north in places like Slicer's Dive, and she is not shy about telling customers this. The store is packed to the rafters with supplies, and Yaozeng's adolescent kittens Wehth'ou [he/him] and Yohngurr [he/him], scramble up and down precipitous ladders to fetch wares for customers.

The Sunsworn Tenders. The Sunsworn branch of the Tenders, mages who work to preserve the balance of nature, long ago split off from the Humblewood branch. While the Tenders of the Scorched Grove heal the damage caused by fires, the Sunsworn Tenders face a colder and slower threat. For hundreds of years, they have been monitoring the environment as the Frostcaps have warmed. While some believe that it was the Aspect of Fire bringing about the change, others are concerned that whatever caused the Shattering long ago is becoming unstable once more and could make sea levels rise or plunge Wesden into an age of ice should it awaken.

The Treekeeper of the Sunsworn Tenders is a white-furred vulpin named Cain of the Flowering Tundra [he/him]. Though hotheaded members of the order believe they should be pushing back against retreating ice, Cain prefers to wait and watch. In the meantime, he has become obsessed with understanding the Shattering and the mages that he believes caused it. Cain often sponsors expeditions to the Crystal Wastes to look for remnants of ancient magic as he believes understanding it will help the Tenders know what to do about the melting in the region.

The Sunsworn Tenders are based in Altumaroo, but they can also be found across the frozen north on research expeditions. They can be recognized by their dark blue robes, trimmed in white. Their headquarters is a tall building near the center of town. Its huge blocky blue-gray stones were reclaimed from the ruins of the previous city. Inside, lower-ranked Tenders organize the exhaustive backlog of records gathered by their colleagues in the Frostcaps. The Sunsworn Tenders also keep the largest magical archive and library in the region. Most of the texts are concerned with natureand archaeology, but there are a few tomes containing other disciplines.



The rebuilt town of Altumaroo

Nine Simpson

Altumaroo School. While children in the Frostcaps learn the basics of reading, writing, arithmetic, and survival skills from their families, those seeking to further their education can attend the school in Altumaroo. It was established 70 songs ago by a longdance mustel named Sage the Openminded [she/her] after she returned from the great academic city of Axxin in the Tanglewilds. Wanting the Frostfolk to have more formal educational opportunities, she sunk her entire fortune into creating the school. Today, Sage's daughter, Thyme the Erudite [she/her], runs the school. She carries out Sage's vision with great vigor and believes anyone can learn if given the chance.

Alongside literature and mathematics classes, students can study magic and various crafts. Both adults and children attend the school. Students whose homes are too distant to make the journey to school each day can choose to stay with host families in Altumaroo. Though the school is small, it is filled with lively discussion.

David Hoffrichter

RELIGION IN THE FROSTCAPS

In the wild landscape of the Frostcaps, folk find solace in the worship of various Amaranthines. The proximity to Firnveldt and his teachings of endurance make Arghan the Unbroken popular among many. In some remote places, the vulpin patron Kren is openly worshipped in her aspect as the Amaranthine of cunning.

Ranzang's Lodges. Scattered across the Frostcaps are simple cabins, fortified caves, and underground bunkers ready for any weary traveler to seek shelter within. These lodges are marked with the holy symbol of Ranzang. A few faithful clerics perform a year-round sacred pilgrimage, visiting the lodges in a circuit to restock vital supplies.

Slicer's Dive, Adventurous Port

Slicer's Dive is the last stop before reaching the Crystal Expanse. It was named after one of its earliest residents, a mapach gadgeteer called Slicer, who had a dream of creating a submarine to dive under the sea ice. Slicer's first voyage set off from here but ended in tragedy on the other side of the bay, also giving the camp of Slicer's Crash its name.

Last Stop. Slicer's Dive is a rough town with few comforts. Most folk here endure harsh conditions in the hopes of making enough money to retire somewhere warmer by selling supplies at exorbitant prices to those foolish enough to head even further north. Explorers, researchers, and adventurers pass through on their way to the Crystal Expanse, and folk are cagey about what treasures they are hoping to find.

The Docks. The docks at Slicer's Dive are run by the gruff cervan Gren Mosshoof [they/them]. Gren is one of the wealthiest folk in town, partly due to their willingness to take bribes to look the other way when checking goods coming in and out of Slicer's Dive. The wooden docks are rough but well-maintained, and Gren's crew of dockworkers keeps them free of sea ice in the winter.

A warm amberleaf tea

David Hoffrichter

Slicer's Dream Submarines. A maran raptor named Hesper Follyfeather [she/her] continues the work of her mentor Slicer, whose ill-fated submersible remains a local legend. Hesper has built a cogwork submarine named the August Blue, shaped like a swimming duck. Most folks in town don't believe Hesper will have any more success than Slicer did, but she remains determined to explore the seabed.

The Last Drop Inn. One bright point in this otherwise gray town is the Last Drop Inn. Run by a cheerful tilia named Fennillia Fannulia [she/her], the inn offers hot food, comfortable beds, and live music most nights. Fennillia keeps the fireplaces blazing for her own comfort, and when she must go out, she bundles herself up against the cold.

FESTIVALS & EVENTS IN THE FROSTCAPS

Small settlements and homesteads mark the anniversaries of local events, such as the arrival of the first spring flowers or commemorating the death of a prominent ancestor. The major celebrations across the region include:

Altumaroo Song Contest. Bard and amateur singers from across the region come together in Altumaroo for a great song contest in the coldest part of the year. Each performer presents a song of their own devising that tells a story from their own life or someone they know. The songs are judged on their musicality, narrative, and the performer's skill. The winner of the contest is awarded a silver chalice.

Khaluz's Return. The sunrise on the day after the shortest day of the year is met with great jubilation and celebrations of the Amaranthine Khaluz. Folk stay up all night to greet the rising sun with cheers, music, and twirling dances. The hope is that by catching the sun Amaranthine's attention, she will bless the year ahead with good weather.

FOOD & DRINK IN THE FROSTCAPS

While little farming occurs in the Frostcaps, there is still a vibrant local cuisine. Much of the food comes from hunting, gathering, and fishing.

Amberleaf Tea. This popular drink is served piping hot. Its spicy flavor warms the body, and it is often given to folks who have caught a chill. Amberleaf tea is made from the dried leaves of a hardy shrub that grows close to the ground in the summer months.

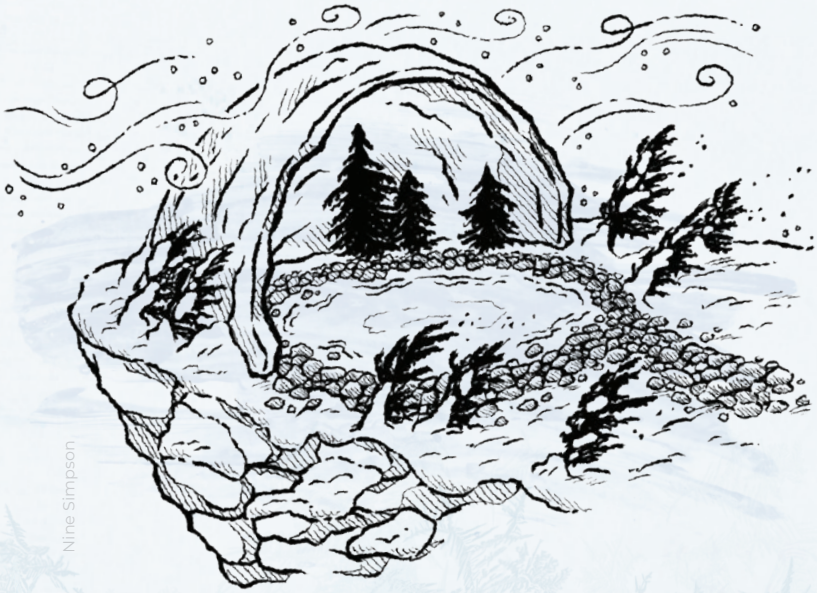
Frostcap Jams. Jam season is a favorite time of year for young folk. A huge variety of jams are made from the wild berries that grow in the Frostcaps. In late summer, families venture out to gather ripe fruit to preserve them for the long winter. The most popular types are songberry, fireberry, and wingberry jam, which are served with both sweet and savory dishes.

Popplu. This delicacy is an acquired taste. Popplu is made by salting and fermenting squid guts in brine for over three months. It has a rubbery texture and intense tang.

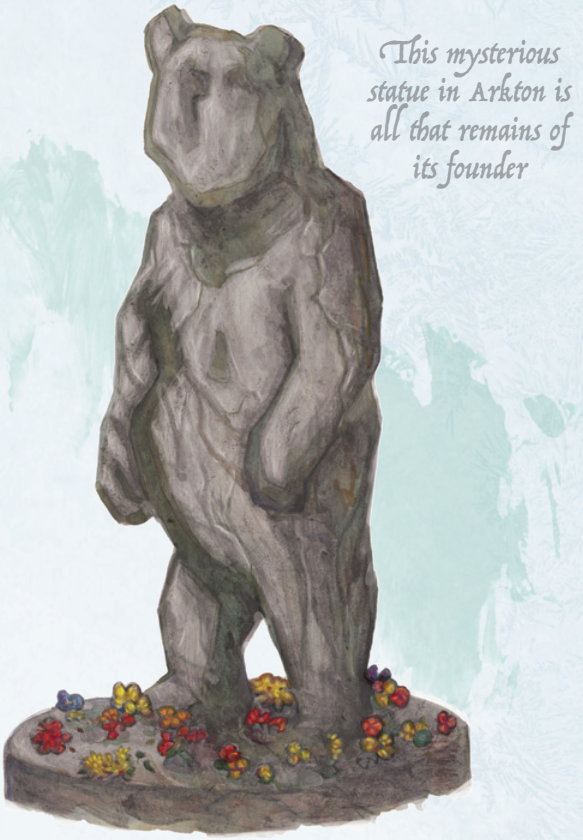
Songside River Valley, Wild Landscape

Outside of Altumaroo, most folk live in the low-lying Songside River Valley. Here, it is just warm enough for dense forests to grow, obscuring mountainside caves. Curious floating lights, thought to be the lost spirits of the demon-wizards who once lived here, can often be glimpsed through the trees. Dangerous predators such as **dire mountain lions*** appear from the shadows. When the wind blows down the valley from the north, the mountains seem to sing together in a haunting, beautiful harmony that evokes a lament. Outposts in various states of abandoned deterioration dot the landscape, and a few scattered villages cling to the river's edge or hide from the cold in the mountain caves.

The strange phenomenon known as the Invisible Cove



Nine Simpson



This mysterious statue in Arkton is all that remains of its founder

David Hoffrichter

The Invisible Cove, Strange Landmark

Atop one of the Frostcaps' eastern peaks is a half dome of glass-clear ice. Once a full dome, subtle heat from deep beneath melted the eastern side into a small, perfectly circular lake. The western side remains frozen by the Frostcaps' frigid winds, protecting visitors from the buffeting winds as they look out from the mountain top. Some claim the lake's water has special restorative powers and folks travel great distances to take a chilly dip at sunrise, hoping to cure their ailments.

Other Settlements in the Frostcaps

The scattered settlements across the Frostcaps are made up of no more than a pawful of homes, but most families live in isolated homesteads. Some small Frostcap settlements include:

Arkton. Legends say this small coastal village was founded by a stranger from a distant northern land who walked to the Frostcaps by way of the frozen Song Sea. The stranger's name has been lost to history, but she was a huge, white-furred cleric of an Amaranthine unknown in Wesden. A rough stone statue of her stands in the center of the village. Though its features are heavily timeworn, the ears, snout, and paws of a figure resembling a bear are still visible. The folk of Arkton have a reputation for being the best sailors in the region.

Lost Map. This cluster of homes and workshops is cut into the side of Mount Esshorn in the south of the Frostcaps. Its residents cheerfully explain that it was founded after an expedition gave up trying to reach the Crystal Expanse when their map was lost in a flash flood. In defiance of this inauspicious origin, Lost Map is one of the best places to hire a wilderness guide in the region.

Nem. Located on the banks of the Songside River, this small but colorful village is home to many artists who moved here from across Wesden and beyond. The villagers work on their wildly original creations, unrestrained by any pre-existing artistic traditions or expectations. Life is not easy here, and even the most successful artists also work as hunters and fishers to support themselves.

Swift's Stop. This single longhouse is only occupied in the summer months by a family of sylphs. The Cleave-Swiftstops have been journeying here for generations. They leave their home unlocked in the winter in case it is needed by desperate travelers. A painted sign inside asks that payment be left for any supplies used and that visitors leave the story of how they came here in the guestbook. The guestbook has dozens of entries and contains useful information for anyone exploring the area.

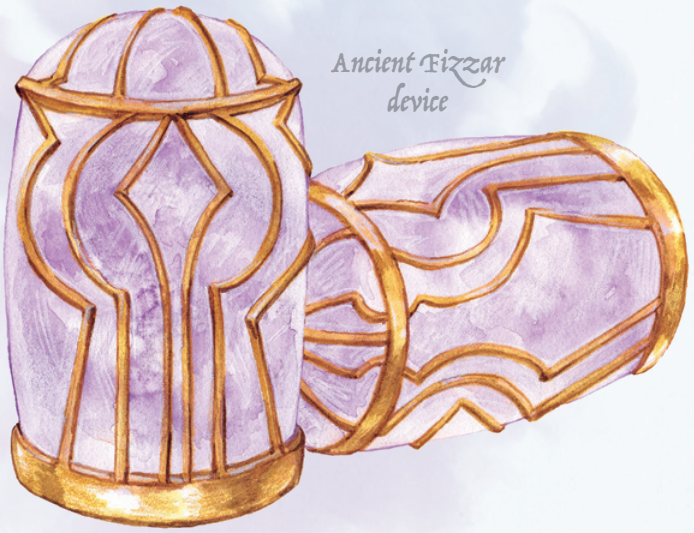
ADVENTURES IN THE FROSTCAPS

Use the following adventure hooks as inspiration for running games in the Frostcaps.

Long Night in the Lodge (low level). The party is asked to escort a group of children from Altumaroo School back to their homes ahead of the celebration of Khaluz's Return. On the way, a storm blows in, and they must take shelter in one of Ranzang's lodges. The party must find a way to keep the scared children calm and safe as a **hollowing*** riled up by the winds rages outside.

Gesme's Gift (mid level). A thief stole a valuable artifact from the Alderheart Museum in Humblewood and fled to the Frostcaps. The party is tasked with tracking them down and retrieving the artifact, a statue of the Amaranthine of innovation, Gesme, that originally came from the Frostcaps. Along the way, they have to contend with **dire mountain lion*** attacks, blizzards, and traps laid by the thief. Will they catch up with the thief and perhaps discover the thief's reasoning for stealing the artifact?

Altumaroo Out of Time (high level). Strange lights appear under Altumaroo's foundational disc as an ancient Fizzar device reactivates. The town becomes trapped in a time loop, experiencing the same day over and over as the folk outside can only watch in horror. The Sunsworn Tenders prepare special charms for the party to protect them from the effects and ask them to enter the imprisoned town and shut down the device. **Fizzar constructs*** have awoken and begun carrying out ancient orders that are endangering the townsfolk.



NPCS IN THE FROSTCAPS

Use the NPCs in the table to inspire adventures and encounters in this region.

d6	NPCs
1	Jelf Riverbow [they/them] is a maran raptor guide. They know the Frostcaps well and specialize in getting travelers safely to Slicer's Dive. Jelf spends most of their profits on teas imported from Firnveldt.
2	The Rockhocks are a family of caprans living deep in the mountains. The father, Lomu [he/him], tried to expose corruption in the Mandrabaar branch of Firnveldt's Velden Guard and fled reprisal with his two children, Lovu [she/her] and Mulu [they/them], after his boss threatened them.
3	Winger Nectarnip [she/her] is a sylph explorer who recently arrived in Slicer's Dive. She bought a map of the Crystal Expanse marked with the location of an ancient treasure from a corvum bartender at the Last Drop Inn named Marax [she/her]. She hasn't worked out that the map is a fake.
4	Amreth [he/him] is a moon eluran hermit. He studies the natural magic of the mountains and will teach anyone brave enough to reach his remote cave.
5	Rufi [he/him] is a brightfang mustel staying in Altumaroo with the Barrelpaw family of rockburrow jerbeens while he attends school. He and the eldest Barrelpaw son, Loo [he/him], call each other brother. They often get into trouble because of the wild dares they give each other.
6	A strig named Emmelina of the Spring Thaw [she/her] is an eager young Tender recently transferred from the Humblewood branch. She feels the Sunsworn Tenders are too cautious and should be more active in stabilizing the retreating ice.

Matthew Spencer

Josiah Cameron

Firnveldt

THE WILDS, GREEN AND

A cloud of dust rises into the air as the herd of gargaths approaches. Their hooves rumble the earth. Low bellows mingle with the peel of bells and shouts from the herders. All around, the grasslands stretch as far as you can see, touching the vast blue sky at the horizon.

Firnveldt is a wide land encompassing sweeping grasslands, deep forests, and high peaks. It lies west of Humblewood, stretching between the Horned Ridge Mountains and the Bladesea. Due to the cold air and rain that blows in from the ocean, the weather here is harsher than the milder climate found east of the mountains. Today, Firnveldt is home to **gargaherds*** guiding enormous herds of **gargaths*** through the grasslands, famed markets and ports bustling with food and trade, and folk who carry Arghan's fearless, adventurous spirit. Firnveldt is divided into three major regions, the Gargan Steppe, Rimewood, and the Horned Ridge, each with its own ecosystem and way of life.

HISTORY OF FIRNVELDT

The region known as Firnveldt has been inhabited for thousands of songs. For most of that time, folk lived simple lives, herding gargath on the steppe or finding subsistence in Rimewood. There was no recorded history in the region until around 700 songs ago, save for an oral tradition of tales and myths. Some of these legends tell of a demon-wizard called Fiss-Orh, who almost destroyed Firnveldt in a terrible ice age but was defeated by the Amaranthines Arghan and Gesme.

The Clan Wars. The period known as the Clan Wars stretched over nearly 250 songs. During this time, the capran clans fought against each other first for resources and the best grazing routes, but over the generations, the conflicts became fueled by revenge. Alliances formed but were swiftly broken as each clan tried to carve out its place on the steppe. Other Veldfolk, such as galluses, vulpins, and mustels, were considered convenient sources of loot for the clans and suffered greatly from their raids. Violence and fear were ever present.

Harbarya Stonehoof. A capran by the name of Harbarya was born into the Stonehoof Clan 500 songs ago. His birth coincided with the near utter destruction of his clan by the rival Goreheart Clan. The infant, Harbarya, was carried away by his elder brother Kartanya into the Horned Ridge Mountains, where he grew into a tough and strategic warrior. When he came of age, Harbarya returned from the mountains, gathered what was left of his clan, and shared his plan to attack the far more powerful Gorehearts. Only seven warriors agreed to accompany him.

Using his knowledge of the landscape and well-trained war gargaths, Harbarya and his companions won an unexpected victory against the Goreheart Clan. As Jella, the leader of the Goreheart Clan, knelt before him in defeat, Harbarya chose to spare her life; his goal had never been revenge but to end the Clan Wars. He offered the defeated Goreheart leader a place at his side in exchange for her loyalty, and she agreed.

Together, the Stonehoofs and Gorehearts won victory after victory, earning Harbarya the title Inevitable Warlord. After every victory, Harbarya would offer the defeated clan leader the same choice he offered Jella—join him or die. Word spread of Harbarya's victories, and soon clans offered complete surrenders before any blood was spilled. Other Veldfolk joined Harbarya's forces too, allowing non-caprans an opportunity to control their own destiny without the chaos of the Clan Wars defining them.

Lord Protector Raf and their sylph adviser, Hurtle

Rise of the Stonehoof Protectorate. Fifty songs after Harbarya's first battle, he and his forces joined the other clans at Caprabaar for the Great Gathering. In those days, the Great Gathering was one of the few times that the clans met off the field of battle. On this occasion, Harbarya declared himself lord protector, established the Stonehoof Protectorate and brought about the end of the Clan Wars. Although there was minor resistance, the clans embraced the possibility of peace and stability promised by the Stonehoof Protectorate.

Harbarya made Caprabaar his seat of government and transformed the camp into a permanent city. He founded the Velden Guard, a military force made up not of a single capran clan, but many. Harbarya enlisted other Veldfolk, such as birdfolk, vulpins, and mustels, declaring them equals under his new system of government. With the Velden Guard providing protection from bandits, raiders, and other threats, the clans lay down their weapons and focused on herding. Many Caprabaaran herders banded together to form groups called "trips." Generally diverse, one trip could include members of various clans as well as unaffiliated Veldfolk.

From the beginning of his rise to power, Harbarya chose suitable allies to fill the roles of generals, administrators, and advisors rather than favoring his own clan. His philosophy was that excellence could be found anywhere, even in an enemy's camp. This fueled resentment among the remaining Stonehoofs. These tensions erupted into a conflict between Harbarya and Kartanya. Kartanya accused his beloved brother of abandoning their clan and disrespecting the traditions of Firnveldt. Unable to resolve their dispute, the siblings dueled. Harbarya, the better fighter of the two, killed Kartanya. Harbarya never let anyone know how he felt about his brother's death, but not long after Kartanya's body was laid to rest, Harbarya made a pilgrimage alone to the holy Stonebell Temples high in the Horned Ridge mountains. The spot in Caprabaar where Kartanya fell to his brother's blade came to be known as the Debate Circle.

Harbarya's Legacy. Harbarya's greatest gift was the lasting peace that has allowed Firnveldt to flourish as a great trading center in the centuries since his death. Many of the Firnveldt's trade routes, administrative systems, and the currency of gold roqs (gp), silver pebs (sp), and copper gravs (cp) were first minted under Harbarya's guidance. Because of this he is idolized by many as the greatest capran to have ever lived, with some even believing that he was a manifestation of the Armanthine Arghan. However, as tensions grew between the Stonehoof Protectorate and the nomadic herders, some Veldfolk now revere Harbarya's brother, Kartanya, as a folk hero and symbol of resistance.

Emory Kjelsberg

The Harsh Hoof of the Protectorate. For centuries, the way of life for those living under the Protectorate remained unchanged. The nomadic trips continued to follow their gargath herds across the plains, and although Caprabaar was now a permanent city, it remained small. Successive lord protectors slowly formalized many of the informal systems that had existed in Firnveldt for generations. Things began to change more rapidly under the rule of Hurtle Stonehoof [she/her], the lord protector who retired only 5 songs ago. She founded the market town of Rimebaar and expanded the city of Mandrabaar, extending the Protectorate's reach into Rimewood and the hills south of the Gargan Steppe. As a sylph, Hurtle used her family connections to open up more trade with the Tanglewilds, leading Caprabaar to more than double in size during her 60-song rule. She also implemented a new registration system for gargath herds. Her stated intentions were to track the health of the herds, prevent gargath rustling, and stop overgrazing of fragile grasslands. Many trips resented Hurtle interfering with their traditions and saw no need to change the ways that had served them for hundreds of songs. The new policies made it harder to move the gargaths according to the traditional ways of weather watching, and clashes between trips and the Velden Guard became more frequent. With herding becoming less flexible and profitable, more folk moved into the cities.

Current Strife. This tension between the traditional nomadic trips and the settled forces of the Protectorate has only worsened in recent songs. Many in Rimewood also resent the Protectorate's interference and the increased presence of the Velden Guard, particularly enforcing taxation and registration not only of gargaths but of all Veldfolk and their movements.

POLITICS OF FIRNVELDT

The current lord protector is a capran named Raf [they/them]. Before inheriting the role from the previous lord protector, they belonged to the Tenno Clan. They are a taciturn tethera capran who rarely lets emotion show on their long face. Although many Veldfolk resent the Protectorate's influence over their lives, others appreciate the stable and predictable governance that Raf brings. Raf was a loyal part of Hurtle's Velden Guard, but now that they govern the Protectorate, they are troubled by the growing tensions in Firnveldt. They do not want to be the first lord protector in 440 songs to allow conflict to break out. Raf is also troubled by the whispers that they are simply a puppet of Hurtle, who is still a prominent citizen of Caprabaar despite her retirement. The new lord protector wants to be admired for their own leadership skills.

Grand Secretary. Raf is advised by Grand Secretary Khando Pluma [she/her], a bright gallus sage. She is the head of the Stonehoof Protectorate's bureaucracy and is convinced the Protectorate is in cultural and moral decline. She believes bringing Rimewood fully into the Stonehoof Protectorate and quelling dissent will reinforce the Protectorate's authority and stability.

Supreme Treasurer. Supreme Treasurer Luza [they/them] is Raf's other chief advisor. They are a moon eluran merchant who supervises the flow of trade, market laws, and foreign diplomacy. Luza is desperate to avoid conflict in Rimewood, preferring to focus Lord Raf's attention on securing the trade roads from Mandrabaar to Cleave and across the Horned Ridge to Humblewood. They are particularly concerned by the rumors that some trips are turning to banditry in protest of the Protectorate's restrictions on where and when they can herd their gargaths. Luza believes that if this is allowed to continue, the peace Firnveldt has long enjoyed will splinter apart once more.

A symbol of protectorate power

The Lord Protector. As both the general of the Velden Guard and the political leader of the Protectorate, the role of lord protector is both prestigious and heavy with responsibility. The title of lord protector is passed down not to the children of the previous lord, but to an heir they pick from among their closest confidants. When a lord protector ascends to the role, they give up their own clan name or family name and take on the name Stonehoof as a sign of their dedication to the Stonehoof Protectorate over their own family interests. In the centuries since the first lord protector established the Protectorate, the role has been filled not only by caprans but by figures of various ancestries.

The sign of the office of the lord protector is a gold signet ring used to stamp official documents. Each lord protector has a new ring commissioned when they take office. The lord protector's ring is similar to the signet rings used by the leaders of capran clans, but it is far larger and more ostentatious.

Nomadic Trips. The nomadic groups who roam these lands are called trips from the old Capran word for family. These trips continue to live according to the old rhythms of life on the steppe. They travel with the wind amongst the waving grasses, herding gargaths—enormous, furry, creatures for which the Gargan Steppe is named—and pausing for extended times to trade handicrafts, gargath meat, wool, and cheese for wood, metal, and other supplies.

The trips believe that freedom is the key to survival and that only fools think anything to be certain. Treasuring the wide-open sky and endless stars, they prefer to travel the plains, going to wherever they feel they are most needed. Many resent the settled ways that the Stonehoof Protectorate promotes, but they have little martial power compared to the Velden Guard. Thus far, hostilities have not broken out openly, as neither side wants to be responsible for breaking the peace that has reigned in Firnveldt for centuries. Still, some among the trips argue that they should use their greater knowledge of the steppe to disrupt the Protectorate's trade routes and start training war gargaths once more.

Celia Tang

GARGAN STEPPE

The Gargan Steppe is an immense expanse of grassland that extends from the Horned Ridge out to the coast of the Bladesea. Most of the steppe is covered in lush green garga grass, which can grow as tall as a full grown capran. Thanks to the grazing of the gargaths, the huge yak-like beasts that roam the steppe, most of the fast-growing grasses are kept mown down to a more manageable height. Few trees or shrubs provide cover. During the day, temperatures can soar, while at night they plunge.

Traveling on the Steppe. Travel rarely happens on foot. Most travelers heading to Caprabaar or across the steppe hire guides and covered wagons pulled by gargaths. Trips also welcome travelers heading to the same destination for a small fee or in exchange for skilled work.

Gargath Herding. One of the most ancient professions on the steppe is that of the gargaherd. These skilled animal handlers care for the herds of gargaths as they cross the plains. Some gargaths are domesticated and trained as draft animals who pull wagons. Gargaths graze on the grasses of the plains, trimming them and tilling the soil with their hooves. They are well-adapted to the varying temperatures of the steppe, and their sheared fur is highly prized for its use in textiles. Trips travel light. Rather than carrying tents with them, whenever they stop for the night, they weave shelters for themselves from the living grasses. Used shelters dot the steppe like freckles. At the end of the dry season, they shrivel and blow away on the winds.

Dangers of the Steppe. The sheer scale of the Gargan Steppe means that disorientation and isolation, insufficient supplies, and an inability to navigate the expanse create a challenge for novice guests of the grasslands. Predatory **grassbeaks*** make the tall grasses quiver as they stalk their prey. It is always recommended to travel with an experienced guide or a local when crossing the steppe. Lesser but perhaps more embarrassing threats are the unstable burrows made by **meekrats***. Breaking a leg by stepping in a hole made by these shy creatures has ended the journey of more than one unprepared traveler. Of course, the Gargan Steppe is the domain of the gargaths. Should they become spooked, the thunderous stampede of a gargath herd is a serious threat. However, the dangers of the Steppe belie the immense beauty of the region—the colors of sunrises and sunsets, the seemingly infinite night sky, the quiet of being the only folk as far as the gargath runs, and the freedom to travel wherever the winds might blow.

Trips on the Gargan Steppe

Despite their decline in numbers over the last century, there are still dozens of trips roaming the steppe. These include the following:

The Astride Trip. Led by tethera capran Jelba Lohsa [she/her], this trip has suffered greatly in recent songs. An illness carried off many of their gargaths, and Jelba's only daughter, Pini [she/her], left last season to seek work in Caprabaar. Jelba is trying desperately to hold her trip together. This has been made all the harder by her discovery that one of her best gargaherds and Pini's former fiance, Faldo Morninghorn [he/him], has taken to attacking Stonehoof-protected caravans and stealing goods. Faldo believes that the wealth of Firnveldt should belong to the trips, not the Protectorate, and that the Astride Trip should turn to banditry.

Nine Simpson

The Skywide Trip. One of the largest trips still roaming, the Skywide Trip is led by yantan capran Dandri Redhorn [she/her]. Dandri is highly superstitious and often visits temples and shrines. The harnesses of the Skywide Trip's gargaths are covered with bells, as Dandri believes they ward off misfortune. This trip was fundamental in the formation of the new gathering place of Garganbaar, and anti-Stonehoof Protectorate sentiment is strong amongst its members. This causes explosive tension between Dandri and her elder brother Hadri Redhorn [he/him], who is a high-ranking Velden Guard and head of the Redhorn Clan.

The Three Wheel Trip. This eclectic trip is made up of caprans from the Greenstamp and Maawa clans, several mustel families, and a single gallus named Cobb [they/them] who acts as both chef and doctor. Its leader is a longdance mustel named Bracken the Unlucky [he/him]. Many disasters have befallen this trip, but they maintain a surprisingly cheerful attitude in the face of bad luck, clinging to the motto, "Three wheels are better than none."

FOOD & DRINK IN FIRNVELDT

Thanks to its strong trade routes, Firnveldt cuisine melds many different ingredients that make the most of its varied landscapes.

Gargar. Fermented gargath milk is a popular alcoholic beverage. Gargar is usually served chilled and has a creamy yet pleasantly sour flavor.

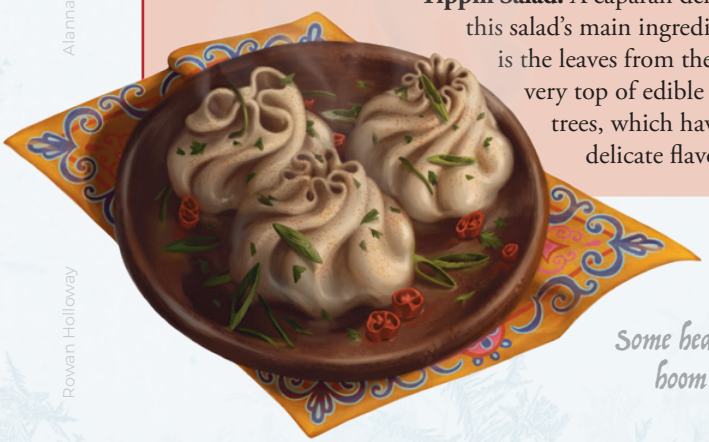
Hoom. These small soft dumplings are filled with various ingredients including gargath meat and wild vegetables. Each settlement traditionally has a different number of folds pleated into the top, from three in Rimeheart to twelve in Mandrabaar.

Rimemead. Made from the honey of sweetbees, this alcoholic beverage has been made in Rimewood for generations. The most highly prized variety comes from the Honeyhearth Monastery.

Romver. Palm-sized pancakes made from the seeds of the garga grass, romvers are served with a variety of preserves including skyberry jam, pickled ringpeppers, and salted bladefish.

Saddle Cheese. This soft white cheese is made from gargath milk. Herders hang bags of milk from their saddles, and the cheese solidifies as they ride across the steppe. It has a mild flavor with a slight tang.

Tippin Salad. A caparan delicacy, this salad's main ingredient is the leaves from the very top of edible trees, which have a delicate flavor.



Some hearty hoom

Alannah Rose

Rowan Holloway

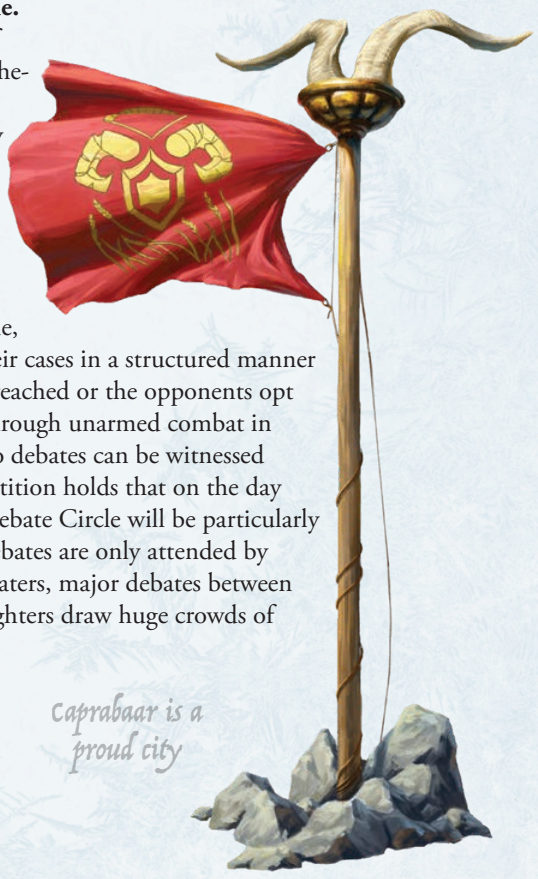
Caprabaar, the Capital of Firnveldt

Caprabaar can be seen for miles around as its central towering horn-topped flagpole rises above the rolling grasslands. Once the city was the site of the Great Gathering, the largest meeting of trips and clans at high summer. Under the Stonehoof Protectorate, the city became a permanent capital and the seat of their power. Traces of its temporary origins can still be seen in its architecture—alongside permanent homes made from clay and stone are many brightly colored fabric awnings. These provide shade and shelter during the summer months. The tall wooden walls around the city date from the end of Clan Wars.

Stone Seat. The administrative complex of the Stonehoof Protectorate sprawls over the western side of the city, surrounded by a sturdy wooden fence. Here, the bureaucrats, court officials, and administrators manage the trade routes that are vital to the region. In the center lies the office of Lord Protector Raf Stonehoof, General of the Velden Guard and leader of the Stonehoof Protectorate. Any citizen or traveler in Firnveldt can join the line of folk that forms outside Stone Seat each morning, each hoping for an audience with the lord protector.

Middlesky Market. The Veldfolk of Caprabaar fancy themselves to be at the center of the world. Walking through the Middlesky Market, visitors may be convinced they are right. Folk from across the continent mingle freely, trading goods and sharing news from every corner of Wesden. The Middlesky Market's movable stalls lie under a colorful woven canopy. In the winter, thick walls made from woven gargath wool are erected around the perimeter, and incense-filled braziers are lit, filling the market with warmth and fragrant smoke.

The Debate Circle. Close to the center of Caprabaar an amphitheater is cut down into the ground where any citizen of Firnveldt may open a discussion on a topic and invite disagreement. Should a debate partner enter the circle, the two will argue their cases in a structured manner until a conclusion is reached or the opponents opt to settle the matter through unarmed combat in the circle. One or two debates can be witnessed most days, but superstition holds that on the day before a storm, the Debate Circle will be particularly busy. While minor debates are only attended by the friends of the debaters, major debates between famous thinkers or fighters draw huge crowds of eager onlookers.



Caprabaar is a proud city

The Great Gathering Festival. Before Caprabaar was established as a year-round city, it was a temporary camp populated only during the Great Gathering. As it was custom, Caprabaar still celebrates the festival of the Great Gathering twice a song. During the festival, all of the best that Firnveldt has to offer is on full display. Competitions of physical strength, martial prowess, and cultural arts are held, and the winners are awarded lavish prizes. The most anticipated events are the archery competition, gargath races, and wrangler stunts. Visitors and Veldfolk are equally welcome to compete.

The August Institute for Arcane Agriculture. All arcane study sponsored by the Stonehoof Protectorate is decidedly practical. The mages and druids of the August Institute for Arcane Agriculture focus on improving farming through both natural and magical means. They have close ties with the Skysworn Tenders, who often attend the institute as visiting lecturers. They are working together on the development of a ring of farms around Caprabaar. As part of the Stonehoof Protectorate's efforts to standardize magical education, it provides funds for anyone wishing to study at the institute or at one of its smaller branches in Rimebaar or Mandrabaar.

MAGICAL EDUCATION IN FIRNVELDT

Anyone looking for a broad magical education won't find it at any of the institutes sponsored by the Protectorate. Instead, they must seek out one of Firnveldt's hermit-wizards, who follow the old tradition of isolating themselves to sharpen their arcane powers. By tradition, these mages are willing to become the mentors of any hopeful apprentice who shows even a little magic potential.

An old sun eluran hermit-wizard

Garganbaar, the New Gathering Place

With the transformation of Caprabaar into a permanent settlement and the Stonehoof Protectorate's increasing taxation and restrictions on the free movement of gargaths, Garganbaar was founded by a collective of trips as a new gathering place for nomads. Twice a song, trips and their herds come together to form Garganbaar. They share news, trade, feast, and engage in diplomatic negotiations. The sometimes-town has existed for less than a century, and it has never reached the scale that Caprabaar enjoyed even before its transformation. Despite this, those who meet at Garganbaar find great hope and solace in this new place where the old ways are respected.

The True Great Gathering. The folk who come together to form Garganbaar claim that the Great Gathering Festival at Caprabaar is no longer truly the Great Gathering as the city does not rely on it. What is called the True Great Gathering at Garganbaar has a festive air. Many of the same competitions and celebrations are held as in Caprabaar but on a smaller scale. However, this version of the Great Gathering has a more serious edge. Folk come together to discuss politics, debate working against the Protectorate, and conclude court cases. Ritual poetic obituaries are chanted by firelight to record those who have died. Many marriages are also held during the gathering, and new trips are formed as others dissolve.

FESTIVALS & EVENTS IN FIRNVELDT

The Veldfolk celebrate many local festivals that coincide with the changing seasons. Some of the major ones include:

Sylphturn. When migratory sylph Veldfolk return from their southern homes in spring, they are greeted by a festival prepared by their neighbors. Long tables are set out where the sylphs place delicacies from the Tanglewilds alongside the Firnveldt fare prepared for their arrival. Friends catch up on each other's news, and the celebration lasts until sundown.

Tee'Kois's Tears. A shower of meteors lights up the summer skies over Firnveldt. Their pattern was first described by the Tanglewilds eluran astronomer Tee'Kois over 2,000 years ago. During the three nights the meteors are visible, folk celebrate with nighttime viewing parties, laying back to watch the sky and enjoying stardrops, a sweet delicacy made from pounded garga grass seeds. On the last night, folk write their woes on strips of paper and burn them, hoping that their pains will vanish like the falling stars.

Weavenstaampf. Weavenstaampf grew out of young nomads searching for love whenever their trips met at a Great Gathering, but today it is held in all the major settlements of Firnveldt. During the week-long festival, cities shimmer with brilliantly colored flags. Anyone seeking a romantic partner wears a special scarf in vivid hues and vibrant patterns. Dances are held every night to the rhythmic sound of drums and hooves. If a partnership forms during the festivities, the couple weaves together their scarves as a sign of their new commitment. Visitors to Firnveldt homes may see these woven scarves hanging in pride of place.

Celia Tang

Tee'Kois' Tears dazzle onlookers

Nine Simpson

Mandrabaar, Medicinal Market Town

The great market town of Mandrabaar lies on the banks of the Yamaa River where it meets the southern Bladesea. Mandrabaar straddles winding rivers and canals with beautifully painted wooden bridges linking settlements on river banks and islands. Waterways link Mandrabaar to farming villages across the southern hills. These, combined with the trade roads from the steppe and Rimewood, make Mandrabaar the main port of Firnveldt. Best known for its delicious food and powerful medicines, the town was named after the riverbank mandrakes cultivated for healing potions. Mandrakes from the area are mixed with rare mountain flowers from Stormcrag to produce effective ointments and salves. Mandrabaar has become a popular spot for immigrants from the coast of the Tanglewilds. The abundant work on fishing boats and direct access to the continent is an appealing draw to the port.

The Docks and Market. The mouth of the Yamaa River is filled with floating platforms where ships from the distant ports of Cleave and Lah'Keht dock. Mandrabaar's main market is located close by. Here, goods arriving and departing Firnveldt are traded at high speed by auctioneers. Exchanges occur so fast that they can be unintelligible to those unfamiliar with the local dialect of Birdfolk.

Tea Houses. Whether one is seeking tea, medicine, or entertainment, the most famous destinations in Mandrabaar are the great tea houses. These establishments are usually two or even three stories tall and full to the brim with rowdy patrons morning, noon, and night. Competition is fierce for business and rivalries have formed between the tea houses. Even regular patrons have become loyal partisans, pinning flowers to their clothes that represent their favorite house. While this competition tends to be in good fun, at least one confrontation has led to violence—an argument between patrons of the Goldflower and Pinkblossom houses turned into a grand melee that tore through the streets and canals.

The Grand Floating Academy. The foremost medical training and research institution in Firnveldt, the Grand Floating Academy is famed across Wesden for its healing. Here, mages and physicians work to push the bounds of medicine. The academy is built on a massive barge, and once it travelled up and down the waterways of Mandrabaar and along the coast to wherever it was needed. Now, the barge remains moored permanently north of Mandrabaar Market as it has been stacked with so many laboratories, libraries, and lecture halls that it risks capsizing were it not anchored to the shore.

The Grand Floating Academy is sturdier than it looks

Alannah Rose

RIMEWOOD

The evergreen Rimewood receives frequent rain compared to the drier steppe. This turns to significant snow as temperatures drop during the frigid winters. The forest floor is covered with a thick layer of tree needles from the evergreens that make up most of Rimewood. In the warm months, paths are swept through the dry needles by the passage of folk traveling between perches.

Life in Rimewood. Rimewood has strong cultural connections with Humblewood as many of its inhabitants are descendants of Humblefolk and Birdfolk who made the dangerous crossing over the mountains in search of safety following the Great Calamity, a terrible fire that ravaged the region. Rimewood is famed for its weaving, dying, and embroidery of textiles. The inhabitants favor bright reds and rich yellows for their distinctive tunics and billowing dresses.

Scattered Politics. The forest is dotted with small woodland perches. Each one operates independently, directed by local elders, under the oversight of the Rime Council, which in turn is overseen by the Stonehoof Protectorate. The council's influence is strongest in the south but barely acknowledged toward the remote northern edge of Rimewood.

Rimebaar, Protectorate Hoofhold

Rimebaar, a market town, lies on the southern edge of Rimewood, where the Gargan Steppe touches the forest. It was established around 50 songs ago by the previous lord protector in an effort to improve trade between Rimewood and the rest of Firnveldt. The market town has quickly grown to become Rimewood's second-largest settlement. Rimebaar blends the architecture and culture of the steppe and the wood, making it a unique and vibrant place. Rimebaar residents believe that rest and recovery are essential to a life well-lived, and the city attracts many visitors seeking relaxation from Caprabaar and even further afield.

Rimebaar Market. Constructed in a style that blends steppe and perch architecture, Rimebaar Market is covered with a canopy of colorful awnings strung between low tree branches. Here, shoppers find honey and beeswax products from the Honeyhearth Monastery, artisan craft wares, and Rimewood's famous fabrics. Wares from the Frostcaps and even the Crystal Expanse sometimes find their way here, too.

Rimecone Hotel. An entire tree near the center of the perch has been converted into the Rimecone Hotel. Designed by the famed sable luma architect Gari Merriweather [they/them], the hotel's round rooms are affixed to the branches with clay like buds. A nearby stream powers elevators that allow guests to access the hotel rooms. The Rimecone is the most luxurious and most expensive option for lodgings in Rimebaar. Guests can enjoy massages, spa treatments, and the finest foods the region has to offer.

Velden Guard Barracks. An encampment of the Protectorate's military force, the Velden Guard, lies on the edge of Rimebaar. The Velden Guard operates as the police force within the town. It is common to see Velden Guards in their horned helmets strolling through the streets. The barracks are run by Major Wello Steadyeye [she/her]. Wello is a plump tethera capran born in Rimebaar who truly loves the town. However, this love leads her to react overzealously against anything she sees as a threat to Rimebaar's peace and prosperity.

Tensions in Rimewood. Many residents in the rest of Rimewood resent Rimebaar's rapid rise. As young folk leave their perches to seek their fortune in the market town, those who remain in the old perches fear that their traditional ways of life will dwindle and fade away. Rimebaar residents can face hostility or a cold reception in the rest of the wood as inhabitants of the perches see the town as a first step toward the Stonehoof Protectorate controlling all of Rimewood more firmly.

Rimeheart, Traditional Perch

Rimeheart lies near the center of Rimewood. The largest perch in the forest, Rimewood is built into and around a large spruce tree and extends down onto the ground around the tree's roots. The perch has a quiet, sedate atmosphere, and the residents have a reputation for being exquisitely polite—if a bit stuffy.

The Rime Council. Before the Stonehoof Protectorate claimed the forest, Rimeheart stood as the capital of Rimewood. It still hosts the Rime Council, a governing body made up of representatives from each of Rimewood's perches. Today, the council still has power in Rimewood, but its decisions are always made under the supervision of the Protectorate. Many residents resent the Protectorate's reach. However, those who have grown wealthy thanks to the increase in trade have a more favorable view of it. One of these is the merchant and head of the Rime Council, Parn Herbinger [he/him]. Parn is a mistral raptor who is generous with his wealth, using it to buy goodwill and favor from those around him.

David Hoffrichter

Nine Simpson

You'll always find a treasure at Rootborn Antiques

Rimeheart Market and Rootborn Antiques. Rimeheart Market was once the gem of Rimewood. Since traders began flocking to Rimebaar instead, it has faded into a shadow of its former glory. While visitors can still buy basic equipment and supplies here, the selection is limited. The one exception is Rootborn Antiques, a store run by the fieldscurry jerbeen Alwa Littlenose [she/her]. Alwa is the fifth generation of her family to run the store, and despite the shop's overwhelming jumble of books, artifacts, and knickknacks, she knows exactly where to find everything. Rootborn Antiques sells all manner of things, from old pins for a few gravs (cp) to extraordinary magic items at equally extraordinary prices.

Honeyhearth Monastery, Ranzang's Sanctuary

Following the forest trails into the deepest parts of the forest eventually leads travelers to a wide clearing filled with wildflowers. At its edge sits the Honeyhearth Monastery, a complex of domed buildings made from golden stone laid out in a honeycomb pattern. Although Honeyhearth is a peaceful place, it is not quiet. The air is filled with the buzz of sweetbees, the insects that the monks of the monastery believe are sacred to the Amaranthine Ranzang. Lively conversations echo in the halls of Honeyhearth, songs ring out over the flower fields, and communication of all kinds is celebrated.

Monastic Life. The residents of Honeyhearth are divided into acolytes, called Beewatchers, and monks, called Beekeepers. It is not uncommon for spiritual Veldfolk to spend a season or two as a Beewatcher in their youth, but very few take the full oaths required to become a Beekeeper. At any given time, there are around fifty Beewatchers and about ten Beekeepers at Honeyhearth. Daily life at the monastery consists of a regular pattern of chores, song, and communal meals. Deep conversation and connection are considered ways of honoring Ranzang.

Sweetbees. Red and black **sweetbees*** are a symbol of birth, creation, and cultivation. The sight of sweetbees is always a joyous one, for it indicates new life connecting to the past. Veldtfolk believe these insects travel from the land of the living to Tyton's domain of the dead to announce the joyful news of the birth of a new descendant to deceased members of the child's family. The Honeyhearth Monastery keeps hundreds of hives of sweetbees, caring for them and collecting their honey and wax. Most perches in Rimewood also maintain a handful of modest hives. On the steppe, most sweetbees are wild, but they still receive the same respect as their domesticated counterparts.

Pilgrimages. The monastery has simple accommodations for visitors. Most pilgrims come here to tell the sweetbees the news about the birth of a child. Others seek spiritual restoration by joining in the simple and regular routine of the monks. A short strig called Beekeeper Bubo [he/him] has taken on the duty of welcoming visitors to Honeyhearth. He is highly talkative and loves to show folks around the monastery and introduce them to his favorite hive of sweetbees.

Beekeep Bubo greets a small friend

Risa Hulett

Shrine of Ranzang. At the center of the monastery complex lies the Shrine of Ranzang. This conical building is illuminated by thousands of beeswax candles set into the sconces on the walls and candelabras across the floor. When a candle burns out, the monks believe someone somewhere in Everden has died. As they light fresh candles, they celebrate new life. The monks say spending time in the Shrine of Ranzang helps them cherish the connections they make with others before being separated by death.

Distant Counterparts. Honeyhearth has good relations with its sister monastery of Grimhearth, located in the Stormcrag region. A great deal of the money the monastery earns from selling honey, mead, and candles goes toward postage. Couriers of the Gargathback Package Company frequently carry letters from the monks of Honeyhearth to Grimhearth and back. Monks also make pilgrimages to see their fellow monks at least once a decade.

Other Perches in Rimewood

There are many scattered communities throughout Rimewood. These include:

Blueneedle. This lively perch is renowned for its embroidery. Blueneedle wares are traded across the continent, and as a result, this perch is particularly prosperous. The Stonehoof Protectorate has a large presence here as Velden Guards protect the caravans carrying goods south.

Conihold. The perch of Conihold is largely abandoned following a lightning strike that destroyed its central tree over a decade ago. Stories of the ghosts that haunt Conihold are used to scare young folk across Rimewood. In truth, a few die-hard residents still scratch out a living among the ruins, foraging for food on the forest floor.

Finely woven wares

Hazar's Bite. This remote perch lies on the very northern edge of Rimewood. Half of the perch is built among the trees, and the other half is built underground in the warren style. As it stands at the uncertain boundary between Firnveldt and the Frostcaps, the Velden Guard has no presence here, and Hazar's Bite is rumored to be home to many criminals fleeing capture. While this is true, just as many residents simply want to live their lives away from the Velden Guard's oversight.

Highslip. This small perch is built among the highest branches of a mighty fir tree. It is largely inhabited by birdfolk. Highslip's view over the forest allows them to watch for fires and other disasters, and the job of smokewatcher is a highly honored one. Young folk in Highslip train as runners to carry word of danger across Rimewood as fast as they can.

The Horned Ridge

Legends say that the Horned Ridge mountain range, which separates Firnveldt from Humblewood, was created by a single stomp of the Amaranthine Arghan's mighty hoof during his conflict with his brother Cairith. Only nominally under the control of the Stonehoof Protectorate, this mountain region is home to few folk, with a handful of settlements centered around religious sites.

As bare as they might seem from afar, the mountains teem with life. **Giant eagles** and **giant vultures** soar above the peaks. Thick-furred rockburrow jerbeen tend to small farms around the mountain temples, growing hearty root vegetables and shooing away mountain **meekrats*** looking for a nibble.

The Stonebell Temples

Veldfolk say that Mount Glockan is so tall that even the smallest jerbeen or sylph could reach up and touch the serene realms of the Amaranthine from its peak. Cut into the cliffs of Mount Glockan is an enchanting complex of vaulted temples and monasteries. Surrounding them are ancient stone pillars reaching to the heavens. Colorful fabrics and flags dedicated to the various Amaranthines are hoisted on wooden poles and flap furiously in the high winds. Wind chimes, clay bells, gongs, and other percussion instruments ring in persistent harmony from the cliffside temples. The temples and monasteries are constructed from the pale stone of Mount Glockan in a distinctive bell shape, underscoring the symphonic spirit of the region. These buildings dedicated to the study and worship of the Amaranthines are known collectively as the Stonebell Temples.

Arghan's Hoofprint. The grandest of these religious sites is dedicated to the Amaranthine Arghan the Unbroken. A ring of tall cairns lines the edge of a natural oval depression drained by narrow fissures and cracks. It is said that this rock formation was created when Arghan stomped his hoof to raise the Horned Ridge. Arghan's chief priest, a yantan capran Sern Goreheart [she/her], can be seen sweeping the empty hoofprint clean daily. During festivals, performers use the hoof print as a stage to recount stories of Arghan's might by orchestrating melodies wearing robes bedecked with ceramic bells that chime at the dancers' well-practiced movements.

Emory Kjelsberg

Riccardo Piovan

Walking in the footsteps of Arghan

Skysworn Tenders. A branch of Tenders is headquartered among the Stonebell Temples. Almost all the Tenders working in Firnveldt belong to the Skysworn branch, and they return here after their assignments across the region to receive instruction and rest. The Skysworn Monastery contains an extensive archive, including some of the earliest histories of the region. The Skysworn Tenders are led by the Treekeeper Olver the Lofty [he/him], a studious brightfang mustel. Olver focuses on maintaining good relations with the Stonehoof Protectorate as he believes he can best achieve the Tenders' mission of maintaining natural harmony with the aid of the lord protector.

Other Temples. Most Amaranthines are honored here, though some, such as Gebbo and Henwin, only have a small shrine and a single priest. Others, such as Khlauz, have large, dedicated monasteries. Even Kren, the often distrusted Amaranthine of trickery, has a moderate-sized temple in her honor. Of the Amaranthine frequently worshiped in Wesden, only Cairith the Resolute and Hath the Whisperer are not represented in Stonebell. Cairith has no shrine out of recognition of his ancient quarrel with Arghan, and Hath is considered distressingly unpredictable and distant by the Stonebell clerics.

Stonebell Village. A small settlement has grown up around the temples. Stonebell Village directly supports the clerics, providing them with food and other necessities, though it is far from a wealthy place. The Pilgrims' Inn is a lodging where travelers can stay, paying whatever tribute they can afford. It is run by Cee Snowsprig of Stonebell [she/her], a white-furred rockburrow jerbeen who welcomes everyone with a smile and a slice of homemade seedcake. Cee is the closest that Stonebell Village has to a leader, and she is always willing to help pilgrims however she can.

RELIGION IN FIRNVELDT

As the patron of the caprans, Arghan the Unbroken enjoys widespread devotion across Firnveldt. Major temples to him have been established in cities, but more traditional stone cairns can still be found in wild places across the region. Travelers construct these small piles of rocks to mark their journeys and commemorate overcoming hardships.

The Stonehoof Protectorate is tolerant and open to the worship of all Amaranthines, but recently, worship of Eresutha has become popular among the Protectorate's elites as her mystery cult spreads along the trade routes. This shift was largely driven by the arrival of a charismatic tilia preacher from the Tanglewilds named Nenenon [he/him] several songs ago. He currently oversees the construction of a lavish temple to Eresutha in Caprabaar.

The Amaranthines honored in Humblewood are prominent in Rimewood thanks to the two forests' close cultural connections. The worship of Ranzang is also particularly widespread in the northern reaches of Firnveldt, though it has a more centralized form than that found in the nearby Frostcaps.

Harbarya's Cave, Site of Pilgrimage

The cave where Kartanya hid with his infant brother Harbarya after the massacre of their clan has become a site of pilgrimage. Though Harbarya isn't an Amaranthine, the first lord protector is honored almost as if he were by some devotees. Sometimes, he is considered an avatar of Arghan, while others believe that he was sent by the Amaranthine to unite Firnveldt.

Pilgrimages. The cave is largely unchanged from the rough natural formation that the Stonehoof brothers sought shelter in hundreds of songs ago. A relief depicting Kartanya carrying his brother is carved into the wall outside. The long and winding staircase cut into the mountainside allows access for pilgrims. Visitors leave offerings of gargar, fermented gargath milk, which is said to have been Harbarya's favorite drink. Though there are many reasons folk visit the cave, the most common is seeking a blessing for the safety of a family member or the determination to overcome a great tribulation.

Overseers. The site is kept clean and safe by a cleric of Arghan named Bold [he/him]. He is an elderly capran with white wool and long black horns. Bold is assisted by Jarvi Lessfeather [she/her], a corvum acolyte who is anxiously preparing to inherit the responsibility once Bold becomes unable to climb the stairs from the small temple at the foot of the mountain up to the cave.

The Underway, Expanding Trade Route

Crossing the Horned Ridge from Firnveldt to Humblewood is fraught with dangers. The terrain is hostile, and there are many predators, such as **dire mountain lions***, who will happily hunt travelers attempting to use the few narrow passes. However, the Stonehoof Protectorate is currently trying to remedy the situation. Started by Lord Protector Hurtle and continued by her successor Raf, the Underway project seeks to widen and connect the natural underground rivers that run through the mountains to form a canal, allowing more trade between Humblewood and Firnveldt.

Early Days. The excavations are ongoing, but a pilot channel has been opened up wide enough for small, flat-bottomed boats to pass through. The passage is still narrow, with low ceilings that require folk to lie in the bottom of their boats and push the ceiling with their feet to make progress toward Humblewood. Signal stations at either end of the Underway strictly regulate passage, with travel only being allowed in one direction each day to prevent collisions.

Orephidian Obstruction. The presence of cave-dwelling **orephidians*** has been slowing progress on the project. The Skysworn Tenders at the site demand that the excavations be carried out with as little disruption to these dark-adapted monsters as possible. And yet, pressure from the Protectorate to complete the project on time has led some unscrupulous engineers to consider explosive methods of widening the tunnels and driving off the orephidians simultaneously.

NPCS IN FIRNVELDT

Use the NPCs in the table to inspire adventures and encounters in this region.

d8	NPCs
1	Arnaut Pebblepeck [he/him], a tall, officious, and formal mistral raptor notary, struts about, seeking anyone who might be in need of his services.
2	Cyd Wildpaw [she/her] is an eccentric vulpin jewelry artist who has a secret business creating capran signet ring forgeries.
3	Daneeli Drianilee [she/her] is a tilia who recently arrived from the Tanglewilds. She has loved stories of gargaths since she was a child and wants to become a gargaherd.
4	A rockburrow jerbeen couple, Mehu [he/him] and Deston [he/him] Rainbristle of Caprabaar, is undertaking the long journey from Mandrabaar to Honeyhearth with their newborn daughter Imi [she/her] to share her birth announcement with the sweetbees.
5	Sollu Skysteep [they/them] is a young capran nervously looking for love at the Weavenstaampf festival. They wear a yellow desert flower in their lapel and anxiously smooth their beard whenever they speak to anyone.
6	Relia Burrowtuft [she/her] is an exhausted strig professor of arcane agriculture in Caprabaar on her way to meet a friend in Rimebaar for a much-needed vacation.
7	The tethera capran Obor Grassbeard [he/him] is a young Velden Guard. He comes from a family of nomads and joined the guard because he wanted a more stable life. However, his recent assignment tracking down trips that violate the Protectorate's grazing laws is making him doubt his choice.
8	Feer'yehng [he/him] is a sun eluran mage with a shaggy brown mane. He roams the steppe alone as a hermit-wizard, honing his arcane powers to a deadly edge. He is being hunted by Favo Ironhoof [she/her], a capran who desperately wants to become his apprentice.

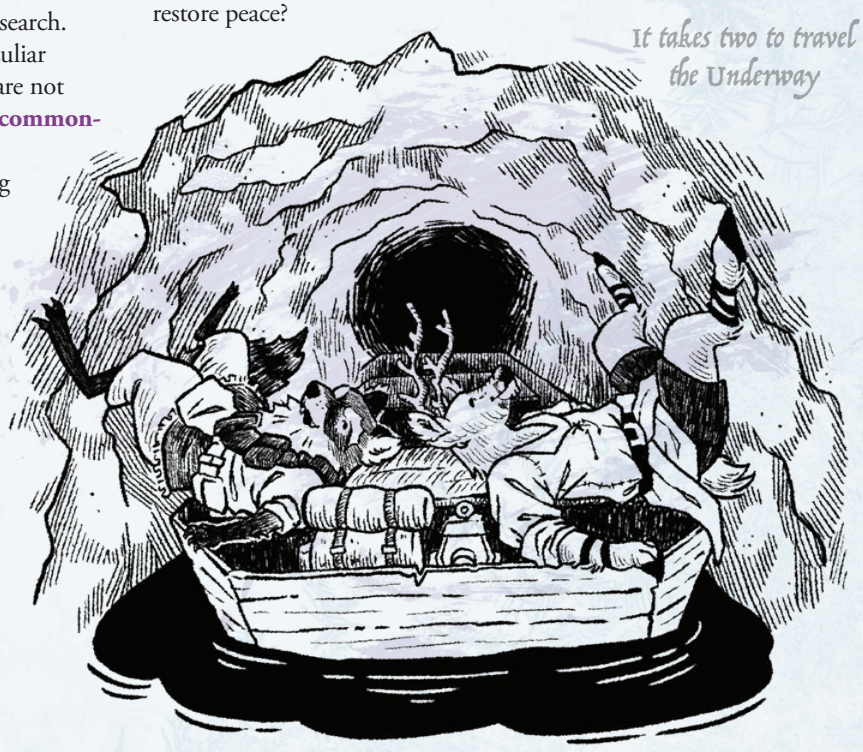
ADVENTURES IN FIRNVELDT

Use the following adventure hooks as inspiration for running games in Firnveldt.

Ghosts of Conihold (low level). Alwa Littlenose [she/her] of Rootborn Antiques asks the party to go to the ruined perch of Conihold on her behalf. She wants them to retrieve a precious artifact that she believes was buried for safekeeping in Conihold during the fire that destroyed the perch. When the party arrives, strange things begin to happen as they search. Their equipment is tampered with, and there are peculiar bobbing lights in the ashen darkness. In truth these are not ghosts, but several of the last residents of Conihold (**commoners** and **cult fanatics**) trying to scare the party away.

Herd But Not Seen (mid level). While traveling with a trip, the party wakes to find all the gargath calves have vanished in the night without a trace. The distressed adult **gargaths*** panic and begin stampeding around wildly. If the party can calm the gargaths down, they then face the challenge of uncovering what happened to the baby gargaths. Were they rustled by a rival trip, carried off by **grassbeaks***, or were they spirited away by an unseen force? The party will earn the trip's undying gratitude if they can reunite the calves with the herd.

Clashing Horns (high level). As the two rival Great Gatherings commence, tensions boil over between the Protectorate and the defiant trips due to increasing banditry. Lord Protector Raf begins marching his forces to Garganbaar to force it to submit to Stonehoof rule. Will the party race ahead to help Garganbaar prepare for a siege, or will they join the Protectorate's forces and fight against the trips' trained war gargaths? Or perhaps they can find another solution to restore peace?



Nine Simpson

Alannah Rose

Stormcrag

Lightning cracks, illuminating the dark mountainside for a single dazzling moment. A wind, strong enough to blow travelers off the narrow alpine path, whips between the peaks, snatching at cloaks, whiskers, and feathers. Rain pelts down, obscuring vision and causing scree to shift and tumble. Up ahead, a warm glow emanates from an open door that leads you right into the mountainside. A friendly welcome away from the harsh elements awaits you inside.

Creation Myth. It is said that Stormcrag is a land created by spirits of all four elements—earth, air, fire, and water—dancing together in celebration. With their leaps and thunderous revelry, the elemental spirits shaped the spine of Wesden. Earth and fire entwined to form a string of volcanoes that erupt from the southern Tanglewilds all the way to the Frostcaps. Water's gentle caresses turned violent against earth's rocky cliffs, defining the boundary between land and sea. Air's cool breath, icy and harsh, chilled fire's heat and drove the terrestrial warmth deep beneath the ground. In concert, the spirits formed Stormcrag, a region of snow-capped mountain peaks, frigid winds, rocky seaside cliffs, and storm-wracked coasts. Today, while its elemental spirits have all but vanished, Stormcrag remains a place where the harshness of nature runs wild.

Though part of a larger chain of mountains that stretches up Wesden, Stormcrag comprises only the region between the northern tip of the Tanglewilds and the southern reaches of Firnveldt. Stormcrag is divided into four main regions:

Flashcrest. A spur of land jutting west into the ocean, Flashcrest is rocky and largely barren inland. Most days, lightning crackles across the peaks of its mountains. Conversely, the coastal region is home to many settlements that trade with the Tanglewilds and Firnveldt.

Hearthcrags. Southeast from Flashcrest looms the Hearthcrags, a range of mountains protected from the worst of Stormcrag's weather. The Hearthcrags are home to numerous high-altitude warrens and several small shoreside settlements. Well-worn switchbacks line the cliffside, linking the high warrens and the fishing villages that dot the coast.

Nine Simpson

Scarpikes. Traveling south, the Hearthcrags give way to the towering Scarpikes. Buffeted by winds and storms from both the Spellsea to the west and the Songsea to the east, the Scarpikes endure the harshest conditions in Stormcrag and are thus the least inhabited. The tops of these mountains are capped with snow year-round.

Greenspine. In the south, the forest-shrouded Greenspine Mountain Range rises from the edge of the Tanglewilds. This region enjoys the warmest weather in Stormcrag, and its lower hills are always green with vegetation. Folk here share many cultural similarities and close ties with the Tanglewilds.

LIFE IN STORMCRAG

Stormcrag's rocky mountainsides and tumultuous weather make life hard. Settlements lie scattered and distant, with much of the region uninhabited. Still, the Stormfolk create joy and comfort in the extremes of their home thanks to a strong culture of community, compassion, and hospitality.

Warrens. Warrens, the main settlements in the high mountains, are villages built underground. Some warrens are constructed inside natural caves, while others are excavated. In contrast to the harsh landscape outside, warrens are well-lit and cozy. Generations of families share burrows connected to their neighbors by tunnels, and there are many communal and storage areas. Warrens are tight-knit communities with all the benefits and drawbacks of living so close together. Everyone feels entitled to know each other's business, and a Stormcrag proverb goes, "Secrets in warrens last no longer than a whisker's twitch." While warrens were originally founded by rockburrow jerbeen, they are now home to folk of all kinds.

Coasts. Though the rough peaks of Stormcrag are mostly barren save for the warrens, the region's coasts are alive with mysterious caves, fishing communities, and the region's only city, Cleave. The sea caves are also home to many **lightning orephidians***. These sightless reptiles are infused with the electric energy that is concentrated by the mountains' caves. The great serpents called wakewyrms are often spotted off the coast, but weather remains the greatest threat to ships. (For more information about wakewyrms, see the ***Humblewood Campaign Setting*** or ***Humblewood Tales***).

Celia Tang

Economy. Stormcrag is less wealthy than its neighbors, with most folk making their living through foraging or fishing as well as a craft. However, the chilly, damp climate and intense elevation of the region provide a perfect environment for potent herbs, useful in cooking, for teas, and as components for potions and medicines. The rarity of these valuable herbs means many Stormfolk gather or grow rare herbs to trade as well as use for themselves. Stormcrag has a long tradition of training potion-makers in the delicate art of herbalism, crafting specialized and high-quality remedies sought across Wesden. It is also home to some of the finest fisherfolk in Everden. When the storms subside, the seas around the Hearthcrags and Flashcrest offer up rich catches of fish and shellfish.

Dangers and Defenses. The cracked landscape and frequent storms are not the only dangers in Stormcrag; monsters such as **dire mountain lions*** and **earth orephidians*** roam the mountains, while landslides and avalanches carry off travelers on the narrow stone paths. The growing season is short in the high mountains, and travelers must be prepared to face bitter cold, howling winds, and thin air or risk becoming another casualty of the peaks.

Warrens protect their people with a warning system. On a rotating schedule, the elders of a warren sit and keep watch near the doors. If the weather permits, they sit outside in the small entryway gardens, enjoying tea with one another while staying alert. When danger threatens, they signal folk to retreat to the warren with loud warbling calls amplified by the natural landscape or by flashing mirrors reflecting bright lanterns in the night.

Stormswept Tenders. Unlike other branches of the Tenders, the Tenders of the Stormswept Oath have no central base of operations. Instead, their members roam the region or settle within communities. These Tenders have a reputation for practicality over spirituality, willing to use unorthodox methods to achieve their goal of fostering harmony between the Stormfolk and the brutal landscape. Some branches disapprove of the Stormswepts Tenders' lack of organization, as they ignore the hierarchy used by other Tenders.

POLITICS AND THE STORMPACT

The wide distance between settlements in Stormcrag forced communities to develop independently. As needs vary wildly between settlements, warrens and villages are self-governing. Most make decisions by community vote, though some larger settlements have established councils.

The Stormpact. Rather than an overarching authority, the disparate communities of Stormcrag are not bound to regional fealty but by shared interests. During times of great need or dire threat, Stormfolk unify under an alliance known as the Stormpact. The Stormpact has gathered fewer than a dozen times in recent memory, such as following the devastating storm called Reya's Wrath and when the Pirate Queen Bloodbeak burned the city of Cleave. Should the need ever arise, Stormcrag's people will surely unify to face the challenge together once again.

SETTLEMENTS & LANDMARKS IN STORMCRAG

Cleave, Stormcrag's Trading City

The bustling port of Cleave is Stormcrag's only true city, albeit a far smaller one than any other on the continent. With easy sea access and a deep natural harbor, Cleave is well-positioned to trade with both the Tanglewilds and Firnveldt. Stormfolk converge here to sell their harvests and catches. Thanks to the presence of many traders as well as a large population of folk settled here from elsewhere, children raised in Cleave often gain fluency in several languages before they are even old enough to attend school.

The Docks and Seacave Markets. Cleave's rocky shores have been converted into stone wharves, which are worked by a close-knit guild of dockworkers. Nearby, the sea-carved caverns have been converted into a busy market district, where goods from near and far are traded and sold at temporary market stalls and a pawful of permanent storefronts.

The docks are overseen by Ossumu Osasa [she/her], a fast-talking tilia who loves gossip. Her shrewder and more guarded sister Sasaoo Osasa [she/her] manages the markets. The sisters hold two of the three seats on Cleave's city council. The two sisters present a united front on most matters and focus on improving trade with other regions.

Thunderscroll Couriers. A common joke goes that the most powerful folk in Cleave are the Thunderscroll Couriers. The couriers not only move packages wherever they need to go across the region and beyond, but they also move many of the city's secrets from place to place. One word from a courier can bring early warnings of trouble, stirrings of alliances, or the imminent gathering of the Stormpact. The Thunderscrolls brave travel even during storms to bring urgent supplies to folk, no matter how remote a warren or village may be. The arrival of a courier is greeted with excitement in most places. The primary Thunderscroll office is located near the docks and is one of the most opulent buildings in the city, made from lumber imported all the way from Rimewood.

The leader of the Thunderscrolls is a sylph named Drastic Bloompeck [they/them]. They are the third member of the city council, though the Osasa sisters often thwart their suggestions. While Drastic cares about trade, they would like to see more of the city's wealth used to improve the lives of its citizens and strengthen the links between Cleave and other settlements in Stormcrag.

The Rock Shop. One of the most famous shops in Cleave is the Rock Shop, run by Marlowe Sageravyn [they/them], an elderly corvum who trades in beautiful rocks and stones from all over Wesden. The shop's walls are lined with a display of Marlowe's own extensive collection of stones from locations across the world, most of which are brought back as small souvenirs for Marlowe from thoughtful customers on their travels.

Smuggling. Any large city has unscrupulous folk trying to circumvent the rules, and Cleave is no exception. Most crime in Cleave involves smuggling; anyone with the right connections can get anything or anyone in or out of Cleave without attracting the attention of officials. Many locals are either directly involved in smuggling or have kin who are. In comparison, violent crime in Cleave is far less tolerated, and folk here have no love for pirates. Much of the smuggling runs out of the Duskholt sea caves a short way up the coast from Cleave.

Local Rivals. The city's prime trading location makes Cleave the object of envy from smaller communities who resent its wealth. Folk in Cleave can specialize and make a living as tailors, artisans, merchants, and entertainers far more easily than they could in any warren. Cleave's citizens are often oblivious to the resentment that residents from other settlements carry, which only further inflames attitudes that folk from Cleave have been made soft by the relative luxuries of their city.

Frostguard Warren, Cozy & Traditional

For those seeking a cozy place to overwinter, Frostguard, a warren high in the Hearthcrags, provides a perfect place. Atop the mountains, this community prides itself on traditions passed down from generation to generation. Founded over three hundred songs ago, the original warren only contained six family burrows, but over the years, it has grown to house over five dozen families. The warren has back entrances in several locations to different cave systems, allowing for emergency escape should the need ever arise.

Mountain Gardeners. Frostguard residents are known for their gardens, and it is rare to find a home not adorned by fragrant flowers and herbs during the short growing period. These are often dried and placed into the large storage areas along with the food gathered during the summer and fall to store for the winter.

Strong Traditions. Frostguard has a reputation as one of the most traditional warrens in Stormcrag. All meals are held communally in the great hall, where residents perform ancient songs in turn. Many possessions are held in common and children are raised by their "aunts" and "uncles" as much as by their parents. Perhaps because of the strong expectation of communal closeness, Frostguard has also produced many adventurers. Although folk who grow up feeling out of place in Frostguard venture forth to seek their own fortunes, they are always welcomed home warmly as the warren is deeply proud of its adventurous children.

FOOD & DRINK IN STORMCRAG

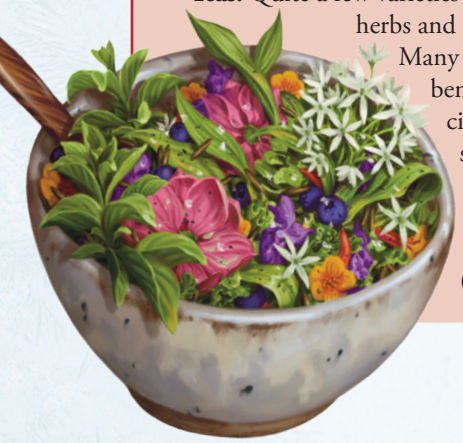
Food in Stormcrag falls into two categories: fresh meals made from plants that grow in the short growing season, and preserved meals made from things that store well over the cold, dry season.

Bloom Salad. An ever-popular dish, this fresh salad is made from edible mountain flowers. It is as delicious as it is colorful.

Luu Tubers. This starchy root vegetable keeps well in the cool storage rooms found across Stormcrag. When baked, it becomes soft and fluffy; if boiled, it takes on a gooey texture. The flavor is bland, so luu tubers are often heavily spiced or paired with more flavorful items.

Dried Spinefish. Fished from the Spellsea abundantly in Greenspine, these flat fish have lots of bones, but when salted and dried, they are worth the effort of picking them out.

Teas. Quite a few varieties of Stormcrag mountain herbs and flowers are prepared as teas. Many of them have medicinal benefits as well as being delicious. Some varieties include screerush (good for headaches), blue faux flower (promotes good sleep), and Ostelo's breath (soothes arthritis).



It's easy to make friends with bloom salad

Grimhearth Monastery, Religious Necromancers

Grimhearth Monastery is home to the sibling sect of Honeyhearth. While Honeyhearth celebrates the beginning of life, Grimhearth vigilantly honors its natural end. The clerics here worship the Amaranthines Tyton and Ostelo and call on their ancestors for their wisdom. Grimhearth is built into the side of Mount Starreach in the warren style. Its winding tunnels run deep, with many passages left unlit. Silence and stillness fill Grimhearth, and idle chatter is considered uncouth within the monastery.

Grimbees. The black and red **grimbees*** are symbols of death, loss, and sacrifice. These burrowing bees don't build hives but live in small burrows within Grimhearth and in natural rock crevices across the region. In areas like Humblewood, where necromancy remains taboo, grimbees are considered monsters. However, Stormfolk maintain a deep connection with these misunderstood creatures. Stormcrag funerary practices ordinarily involve whispering messages for the dead to a grimbee. Grimbees also make grimhoney, a silvery sweet treat said to inspire dreams of departed loved ones.

The Shrine of Skulls. The collection of skulls in the shrine's central chamber holds great meaning for the monastery. In ceremonies conducted alongside the grimbees, clerics consult the knowledge of the past within the skulls to vividly inform the present. These skulls once belonged to esteemed Stormfolk, who agreed to have their remains interred here after death so their knowledge could be preserved for future generations. Folk from all walks of life, including craftsfolk, healers, adventurers, foragers, scholars, and herbalists, are all represented in the Shrine of Skulls. Access to the shrine is strictly controlled by the clerics, who always accompany visitors to ensure the skulls are not disturbed.

Necromancy in Stormcrag. Necromancy is utterly discouraged in most of Wesden, considered an affront to the natural order set by Tyton the Nightfather. In contrast, there are many necromancers in Stormcrag who follow the ancient tradition of death magic taught at Grimhearth. The most common form of necromancy is consulting deceased ancestors for their wisdom and advice. Stormcrag necromancers consider their practice one of reverence, honoring and affirming the connection between the living and the dead. Necromancers are also deeply concerned with lingering ghosts and seek to help them reach Tyton's realm of the dead. Some more advanced practitioners raise undead, such as skeletons, as they believe the vital spirits of the deceased no longer reside within their physical remains.

Rowan Holloway

Grimbee keepers understand death is part of life

Risa Hulett

The greatest concentration of necromancers in the region is found in Grimhearth, but there are scattered practitioners throughout Stormcrag. It is not unusual for Stormfolk to consult a necromancer for aid, and they are keenly aware that their favorable views of necromancy differ from those of others. They are reluctant to discuss or disclose necromantic practices to outsiders for fear of being judged or persecuted.

Head Cleric. The leader of Grimhearth is a brightfang mustel named Rosemary the Solemn [she/her]. Her black-and-white-striped fur has grayed with age. Rosemary is both a cleric and a powerful necromancer, responsible for training others who seek to bridge the worlds of life and death through magic. She is distrustful of non-Stormfolk who have not yet proven their understanding of the monastery's relationship with necromancy, and she always seeks to protect her students from danger. She is always accompanied by Bloodstone, her grimbee familiar.

Sister Sects. The clerics of Grimhearth have a profound connection with Honeyhearth Monastery. Despite the many differences in their religious practices, the two monasteries enjoy mutual respect for each other's ways. Aside from the frequent letters they exchange, clerics also embark on pilgrimages to their sister monastery and host their counterparts every few years. Deep, lifelong friendships lie at the heart of this relationship.

RELIGION IN STORMCRAG

Though various religious practices are found across Stormcrag, one folk tradition is particularly popular.

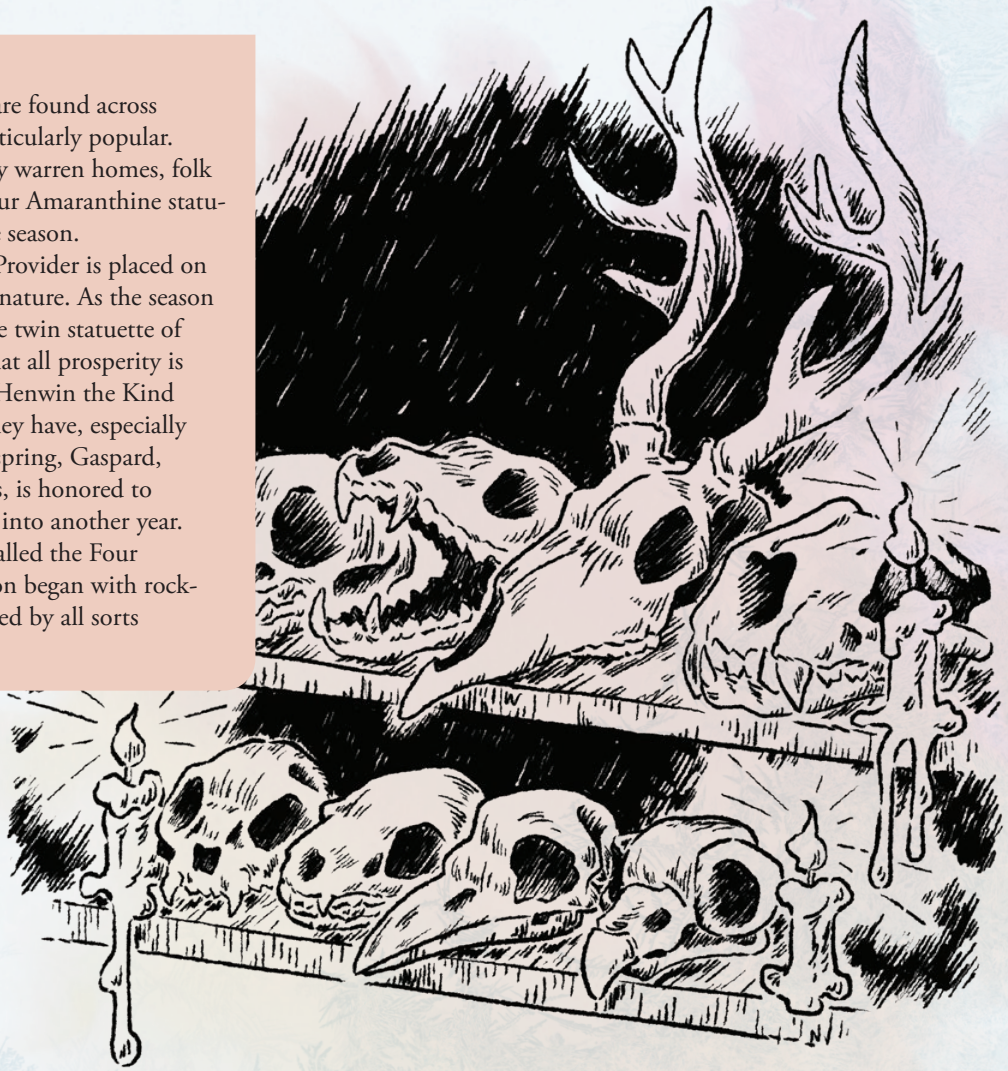
The Four Wise Friends. In many warren homes, folk keep a small shrine where one of four Amaranthine statuettes is displayed, depending on the season. In summer, a figure of Hanera the Provider is placed on the altar to celebrate the bounty of nature. As the season turns to fall, she is replaced with the twin statuette of Clhuran the Fickle as a reminder that all prosperity is temporary. In winter, a figurine of Henwin the Kind reminds Stormfolk to share what they have, especially when times are hardest. Finally, in spring, Gaspard, the patron Amaranthine of jerbeens, is honored to give thanks for the family's survival into another year. Together, these Amaranthines are called the Four Wise Friends. This religious tradition began with rock-burrow jerbeens, but is now practiced by all sorts of folk in Stormcrag.

Haver's Cliff, Mysterious Village

This humble coastal community, named for the cliffside into which its homes are built, is a glowing beacon in the storm-thrashed darkness. The villagers here fish and forage seaweeds from the coast.

Strange Crystals. The lightning that strikes the Flashcrest peaks above the village magically filters down through the unassuming gray stone into caves close to Haver's Cliff. There, the lightning's power infuses crystals, making them glow. For as long as anyone can remember, the folk of Haver's Cliff have gathered the glowing crystals from the caves to illuminate their homes, giving the entire village a steady, violet glow in the evenings. Though the crystals might seem extraordinary to others, the villagers consider them entirely mundane. The crystals lose their light after a few months, so attempts to trade them have brought no wealth to Haver's Cliff.

Haver's Cliff's Sorcerer. One notable resident of the village is the elderly capran sorcerer, **Arlo Greenwool*** [he/him]. In his youth, he strayed far from Haver's Cliff on many adventures, but his deep, magical connection to the place of his birth always called him home. Today, adventurers and scholars alike seek him out for his wisdom and knowledge of Stormcrag's natural magic.



Grim reminders of our return to the Rhythm

Nine Simpson

Windroost Warren, Fresh Ideas

Located in Greenspine, Windroost is one of the newest warrens in Stormcrag. Its tunnels are still being excavated under the watchful eye of Gabbro [they/them], an arma hedge engineer. Even so, in the 10 songs since its founding, Windroost has already become a vibrant community. It was formed after the population of the small nearby warren of Sohmleaf grew too large for the old tunnels to support. As a new warren, Windroost has attracted many unconventional folk who felt out of place in their home warrens, particularly those with big ideas about new ways of doing things.

Windwatcher Neighbors. A large population of **windwatchers*** dwells in Greenspine. These many-eyed reptilian creatures soar over the mountains using thermals and the elemental energy of air. Windwatchers are intelligent and social beings that live in flocks. The windwatchers near Windroost have befriended the warren and allow them to ride on their backs in exchange for food and ribbons to decorate their nests. This friendship was forged from the earliest days of Windroost thanks to the efforts of a gallus Tender named Mello of the Morning Dew [he/him] to ensure that construction did not disturb the windwatchers. Mello splits his time between the nest and the warren, working to maintain positive feelings on both sides.

Olong's Rest, Archive of Lives

The warren of Olong's Rest houses knowledge rather than folk. After one of the Stormfolk dies, their life story is carved into a clay tablet and taken to be stored in the great archive.

The Lantern Pilgrimage. The journey undertaken by the deceased's friends or family can be long and arduous, as Olong's Rest lies in a remote corner of the northeastern Hearthcrags. Stormfolk set out toward the end of summer when the storms are less vicious. Pilgrims carry lanterns and travel from their homes to Olong's Rest, visiting other warrens or villages along the way. At each settlement, they record the life story of anyone close to death or who has died. The pilgrimage ends with the pilgrim delivering the stories to Olong's Rest to be stored in the archives, and the pilgrims receive a token of blessing, thanking them for their service. Those unable to make the journey to Olong's Rest can pass the clay tablets on to someone else undertaking the pilgrimage.

Living Archive. A few archivists, led by rockburrow jerbeen Therm Gatherbrush of Olong's Rest [they/them], watch over the collection. Therm lost all of their fur as a child and wears knitted hats and scarves to stave off the chill in the archive caves. The archivists also double as miners who excavate more and more space each year for new tablets. Oolong's Rest records stretch back over 1,000 songs and are a treasure trove of information about everyday life in the past. Anyone can access the archive if they swear an oath before Ranzang not to damage its contents.

FESTIVALS & EVENTS IN STORMCRAG

Most warrens and villages have a festival to celebrate their founding. Other festivals often observed include:

Gaspard's Birthday. The traditional date for the Amaranthine Gaspard's birthday is the 1st of Rayswell, the first month of summer. In Stormcrag, it is celebrated with communal gatherings. These often include feats of strength and epic contests of the children's game hide-and-hunt.

Night's Long Feast. On the longest night of the year, folk gather together to enjoy a feast that lasts from sunset until dawn. Light from candles and oil lamps fills communal halls like a glowing island amidst the darkness. Revelers are kept awake by boisterous entertainments, including storytelling and singing. Warrens compete with menus of their finest stored foods to entice famous stonesingers to perform at their feast.

Oolu Oolay. On the first clear and still day in early spring, the mountains come alive with sound as Stormfolk practice the ancient tradition of Oolu Oolay. Folk call out "Oolu, oolu, oolu," in strong, warbling voices that echo off the mountainsides and across the great expanses of Stormcrag. Those who hear the call shout back, "Oolay!" This way, folk are reassured that their distant neighbors have survived through the winter and learn of any travelers on the roads who might need assistance. Warrens that are too far apart to hear even these long-carrying calls send out scouts to friendly settlements to exchange news instead.

Nine Simpson

On Sylph's Beak, survival means cooperation

Chuck Grieb

Sylph's Beak, Challenging Peak

The highest peak in the Scarpikes, Sylph's Beak is named for its resemblance to the long, slender beaks of the diminutive birdfolk. Sheer vertical faces ascend to a tiny plateau, often obscured by the clouds, evoking a spike more than a natural mountain. Only a handful of mountaineers have ever managed to summit the peak, while many more have been forced to turn back by the tumultuous conditions and thin air. Those who have managed to successfully reach the top have reported the air is uncommonly still, as if the vicious winds retract to allow the victorious climbers a moment of celebration and peace. Legends say that explorers reaching the summit may ask for a boon from the Amaranthines, and many folktales tell of such wishes being granted.

Knowhere, Hidden Fortress

The lost castle of Knowhere is a rumor to most, and its occupants work hard to maintain its mystique. Stories say it is guarded by ghosts and contains glittering treasures. The ghosts are said to have been warriors slain by the demon-wizard who ruled the region thousands of years ago. Most Stormfolk think Knowhere is nothing but a story told to thrill children, and travelers who claim to have caught sight of its shadowy spire in the Scarpikes are dismissed as having been overwrought by the difficulties of journeying.

Truth and Lies. In truth, Knowhere is the headquarters of an order of paladins, the **Knights of Knowhere***, who have sworn the Oath of Mysteries, vowing to keep Wesden from learning dangerous Fizzar knowledge. The fortress was once an ancient Fizzar temple that was excavated deep into the mountainside. At any time, a dozen knights, squires, and scholars work within Knowhere, while far more knights scour Wesden for traces of Fizzar technology and other powerful arcane artifacts, bringing them back to the castle where they can be locked away under the order's ever-watchful eyes.

Leader of the Order. The red-feathered raptor Sir Bandarus the Obscure [he/him] leads the order in their quest to hide the knowledge that might be dangerous from the world. His long career has made him obstinate and cynical, believing that only he knows best how to keep Wesden safe.

Other Warrens in Stormcrag

There are warrens scattered all through the mountains of Stormcrag. Some are quite extensive, housing over a hundred residents, while others are far smaller. These are a few other notable warrens in the region:

Gaspard's Rest. This Hearthcrags warren claims that Gaspard, patron of the jerbeen, ended his days here after his adventures, before he was called to become an Amaranthine. Some families even claim to be his descendants.

Greenspine Gate. The warren of Greenspine Gate is where Stormcrag meets the Tanglewilds. Many folk here speak Eluran as their first language and practice many Tanglewilds customs as well as Stormcrag ones. Greenspine Gate is a river port as it lies close to the source of the Aosh River that runs out of the mountains and into the jungle. Colorful leaf barges carry goods and passengers up and down the river, pulled by **kappu*** at a leisurely pace.

Lonely Air. Located in the Scarpikes, Lonely Air is the highest and most isolated warren in Stormcrag. Its folk have a reputation for being eccentric and devoted to mysticism. They honor the secretive Amaranthine Hath the Whisperer and claim that being closer to the stars lets them hear her more clearly.

Nine Doors. This labyrinthine warren in the Hearthcrags is a tangle of overlapping and winding passages. It is named for its nine entrances. Its tunnels are a mix of excavations and natural passageways. Young residents delight in offering to show off their navigation skills by guiding outsiders around. There are rumors of a secret tenth door, and local children dare each other to go on expeditions into the deep natural tunnels to find it.

Isle of Irua, Elemental Island

The enchanted Isle of Irua lies off the coast of Greenspine. Legends say that long, long ago, the Isle of Irua came to be all thanks to a sympathetic mythical aquatic creature who chose to rescue a flotilla of small ships travelling across the Talesea. In the midst of a lengthy journey, a group of boats met a terrible and violent ocean storm for which they were not sufficiently equipped to weather. Irua, a creature with ties to elemental earth and water, spotted the troubled fleet and took it upon herself to save the travelers. She lodged the boats safely on her back and carried the terrified passengers to the calmer waters of the Spellsea. Exhausted by her efforts, Irua did not make it to the Greenspine shore and fell into a deep, unrelenting sleep. The relieved and grateful survivors remained on Irua's back and promised to watch over their giant resting savior. With time and under the protection of her inhabitants, Irua transformed into a great island. Today, the residents of the Isle of Irua are fiercely independent and only welcome visitors who are respectful of their customs.

Island Life. The isle is covered with thick vegetation and the few settlements are small and semi-permanent. Islanders, who consider themselves the descendants of the first inhabitants, move their homes frequently so they don't overburden any one particular area. The presence of some folk not often found in the rest of Wesden, including the otter-like webpaw mustels and aquatic salamander-like pexians, lends some credibility to the lore of the island's origin. The island is a very spiritual place, but the Amaranthines are not worshiped here. Instead, the elemental Irua is revered as both a deity and the land.

Undisturbed Nature. If the balance of nature is ever disturbed, legends say Irua will wake from her slumber and dive down into the ocean, committing the island community to a watery end. Scared of losing their home, folk here use less magic than elsewhere in Wesden. Druidic magic is considered an insult to Irua, and Tenders are deeply unwelcome. Although magic is not practiced here, that does not mean there is no magic. Fey creatures and signs of Irua's own elemental enchantments thrive on the isle, as does the surprisingly high concentration of elemental creatures.

ADVENTURES IN STORMCRAG

Use the following adventure hooks as inspiration for running games in Stormcrag.

A Matter of Life and Undeath (low level). A group of adventurers traveling on a mountain road from Humblewood have encountered a rockburrow jerbeen Grimhearth **priest** named Aster [she/her] and her animated mountain lion **skeleton**. Realizing she is a necromancer and assuming she is perpetrating an evil scheme, the adventurers take Aster captive. The spiny hedge **druid**, Wildrose [they/them], thinks they should kill Aster, while the vulpin **spy**, Mouchardo [he/him], wants to turn her in for a bounty somewhere. The party stumbles upon the scene of Aster pleading for her life and trying to explain she means no harm to anyone. Will the party intervene and help her or let the adventurers do what they will?

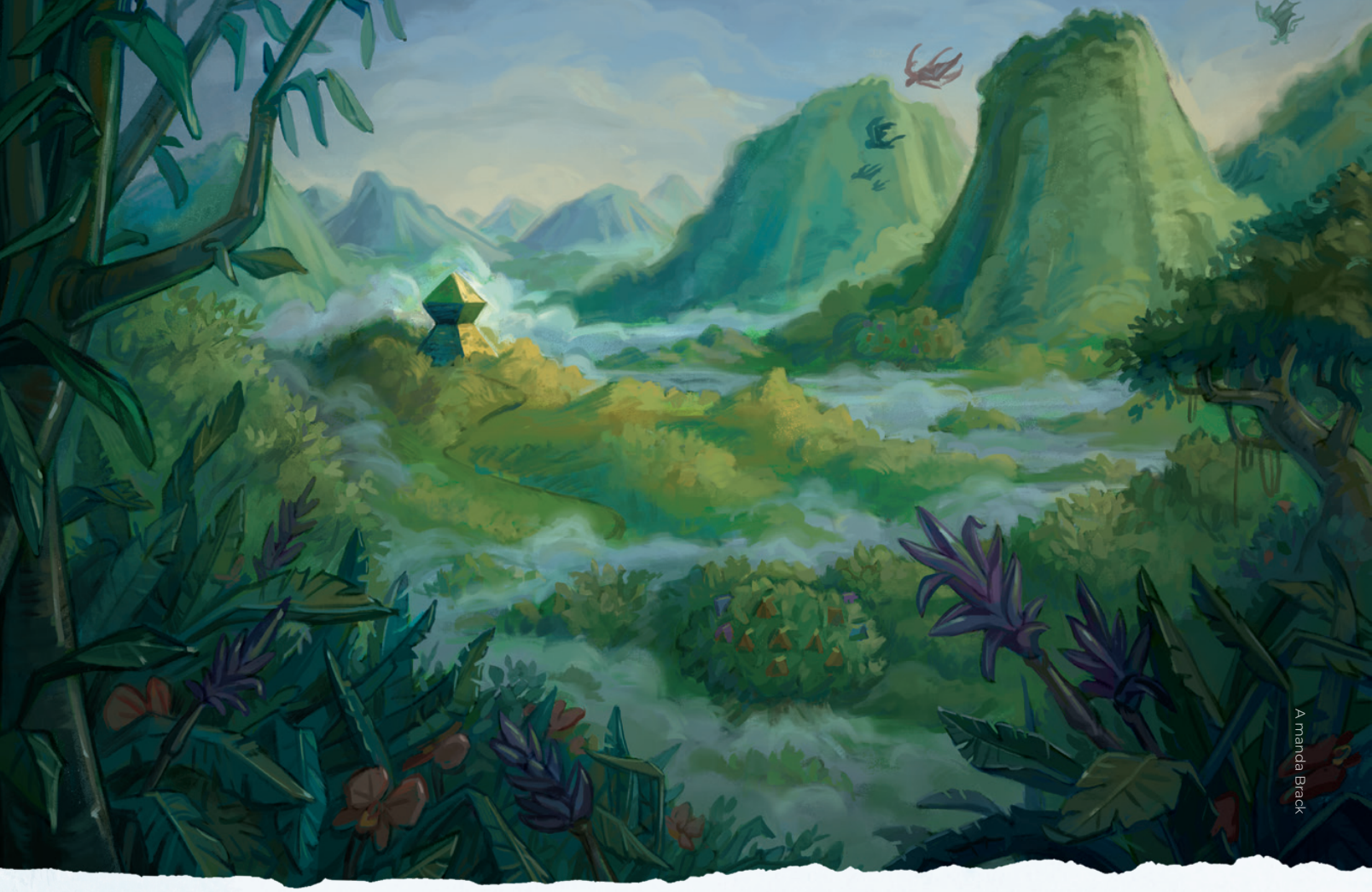
Bloodbeak's Revenge (mid level). A fleet of ships has been raiding along the coast under the command of a red-beaked corvum calling herself Bloodbeak [she/her] after the historic pirate queen. She has harnessed **lightning orephidians*** and is using them as weapons to carry out her raids. Bloodbeak's attacks are getting bolder, and she has begun taking hostages to extort even more from the coastal villages. The party is asked by Cleave's city council to hunt down Bloodbeak, rescue the prisoners, and put an end to her reign of terror.

Call of the Stormpact (high level). Politics have shifted in Cleave as a new populist leader has risen to power, ousting the old city council. Rockburrow jerbeen Governor Merro Grippaw of Cleave [he/him] plans to unify all of Stormcrag under his authority, crushing the independence of the warrens and villages through trade embargoes and force. A coalition of warrens asks the party to visit settlements across the region and call together the ancient Stormpact once more to unite against Grippaw. The party must find ways to convince the disparate and scared warrens that by coming together, they are strong enough to resist Cleave's overreach.

NPCS IN STORMCRAG

Use the NPCs in the table to inspire adventures and encounters in this region.

d8	NPCs
1	Cora Pearberry [she/her] is an excitable mistral raptor who has spent her life tracking great storms across Wesden. She is in Stormcrag looking for the "biggest storm ever." Cora talks extensively about her favorite past storms and teaches about different weather patterns.
2	Bellalori Bonnarillo [they/them] is an enthusiastic tilia climber who has traveled from the Tanglewilds to summit Sylph's Beak. They have already climbed four of Everden's highest peaks, and this mountain is their greatest challenge yet.
3	Gwynn Rivercane [he/him] is a young red-furred mapach Thunderscroll Courier who is bringing packages from Honeyhearth to Grimhearth. He composes tunes as he travels.
4	The famous arma hedge burrow architect Sardius of Emerald [he/him] is working on a new design for a warren. He is traveling with Fern [they/them], his luma sign language interpreter, scouting for the perfect site to excavate.
5	Freya Shadowgleam [she/her] is a vulpin tea house owner from Cleave. She is searching for gilded garland, a prized tisane herb that only grows in the rocky crags of Flashcrest.
6	The Sapphire Stonesingers Choir are traveling from warren to warren to perform their ancient art of stonesong. Their leader, an arm hedge named Adakite of Gneiss [he/him] believes that clues to the silence of stones may lie in the tunnels of a warren somewhere.
7	Trecker Quickpeck [he/him] is a traveling sylph who sells oils and potions made from the region's finest herbs.
8	The luma named Sir Semu [she/they] is a **knight of Knowhere*** in disguise as a traveling cobbler. They are tracking down a mage who is rumoured to be in the high peaks, enchanting lost travelers and turning them into thralls.



Amanda Brack

Tanglewilds

The jungle hums with life.
Heavy humidity hangs in the air, soaking fur and feathers, and pearling on scales. Thick scents of vegetation mingle with the fragrance of vivid flowers and rich, dark soil.

A tropical jungle stretches across the southern reaches of the continent of Wesden. Nestled among the sea of trees is a vibrant society that has built its foundation within and alongside nature at its most lush. Inland, mist snakes down from the towering Oh'toh'oh Mountains like a living creature. Steps carved by tenacity and time curve around sloping hills, down into the hearts of lively cities and perches built among the trees. Along the southern Pearl Coast, the thick jungle gives way to fertile, flat farmlands nourished by the region's rich volcanic soil.

The Tanglewilds' jungle trees form a dense canopy. Below the canopy, the forest floor is choked with nearly impassable vegetation. Brilliantly colored flowers stand out against the thousands of shades of green.

Eluran Influence. The Luzos Regency, ruled by a family of sun elurans for over 3,000 years, has shaped the region's culture. The Tanglewilds is the only place in Wesden where Birdfolk is not the most common language, as most folk speak Eluran. Other aspects of eluran culture, such as the use of perfumes and written communication, remain prominent throughout the jungle. Tanglefolk value politeness and a strict set of manners among acquaintances and strangers, and they hold a reputation for being less immediately welcoming than other folk in Wesden.

Travel and Transport. The swiftest way to move across the Tanglewilds is by river. Boats made of woven reeds carry goods and travelers along the winding waterways. Flat-bottomed barges pulled by trained **kappu*** are the slowest but cheapest option, while slimmer leaf boats use magic to gain speed.

Where the rivers don't reach, there are a few roads kept clear by the Regency's forces. Untended paths quickly become covered by the jungle's rampant growth. Only adventurers venture off these roads and into the deep jungle.

Dangers. The jungle is home to many predators that eagerly hunt folk who wander away from the safety of the settlements. Travelers can be lured to their doom by the sweet scent of a **golden suneater*** or **feliad stalker*** and stumbling into a **tanglewasp*** nest can be deadly. Some daring packs of reptilian **tythrans*** even hunt in smaller villages and on the outskirts of cities.

The frequent rains that keep the jungle lush can pose difficulties for unprepared travelers. Though days in the Tanglewilds are sweltering, its nights can grow cool. Kindling a fire in a rainstorm is nearly impossible, and flash floods are also common during the rainy season.

POLITICS OF THE TANGLEWILDS

Legend holds that the Tanglewilds were created when the Amaranthine sisters Khaluz the Bold and Eresutha the Hidden had their first argument. Stories differ as to whether it was a petty quarrel, a bout of rough play, a philosophical debate, or a particularly violent game, but they all agree that the Amaranthines' tussle was divine and terrifying. It formed land out of the ocean floor which would become the Tanglewilds. Drops of Khaluz's hot blood gave rise to the Tanglefolk, while Eresutha's cool tears blossomed into the jungle's flora and fauna. After the two sisters settled, they became fascinated by the life they had created. Wanting to protect their creation, Khaluz appointed a steward of the jungle. Khaluz chose a sun eluran named Luzos as the first regent (or faa'seng in Eluran) of the jungle, establishing the Luzos Regency that still controls much of the region to this day.

Faa'seng, the Regent. As well as being the ruler of the Tanglewilds, the regent is also the head priestess of the Khaluz, the Amaranthine of the sun. The regent's regalia uses symbols of the sun to express the regent's power and divine connection. Historical doctrine teaches that the regent acts as ruler until the day Khaluz descends to rule herself, but in hushed voices, some folks ask: if the faa'seng is truly a regent, then whose regent is she?

The current regent is **Elisa*** [she/her]. She is a sun eluran with piercing golden eyes and black fur marked with subtle rosettes. Elisa became regent at a very young age after the death of her mother. Despite her youth, she outmaneuvered those who sought to exploit an inexperienced regent and proved herself a ruthlessly capable ruler. The Regency has enjoyed a time of prosperity in the 30 years she has sat on the throne. Although Regent Elisa values stability, she is not overly bound by tradition. She is keen to push the Regency forward and take advantage of innovations that could improve the lives of her people.

The duties of a Regency can be lonely but Elisa is kept company by her constant companion, her pet **radiant orephidian***. Elisa named the orephidian Rreem, the Eluran word for treasure, and she is utterly devoted to Elisa.

The Sun Council. The Sun Council advises the regent. It is made up of high priests from across the Tanglewilds. Each major Amaranthine worshiped in the Tanglewilds is represented on the council, save for Khaluz, who is spoken for by the regent. Each council member is trusted with representing the wisdom of the Amaranthine they follow so that the regent can make a balanced decision. The Sun Council also has a duty to check the regent's power. This often leads to friction in the legal halls of the palace.

Uth'ehon, the Moon Priestess. Acting as a parallel branch to the Regency, Eresutha's worship is always led by the sister of the regent. The moon priestess (called uth'ehon in Eluran) has a less public role than the regent, leading nighttime worship in the secluded Moon Temple in Halara and practicing divination magic on behalf of the Luzos Regency. She also sits on the Sun Council as the representative of Eresutha. However, the moon priestess has long held a secret second role as the Regency's spymaster, directing a network of informants that spreads far beyond the Tanglewilds.

The current moon priestess is named Pia [she/her]. She is the younger sister of Regent Elisa and only ascended to her position 10 years ago upon the death of her aunt. She is a sun eluran with pale fur, dark gray spots, and the piercing golden eyes that mark the Luzos line. In contrast to her forthright sister, Pia is more reserved. She rarely speaks, but when she does, folk listen, as she is renowned for her wisdom. Publicly, she is seen as gentle and a little unworldly. In truth, Pia uses this perception to move unnoticed in the Regency court and across the Tanglewilds, taking care of the interests of the Regency from the shadows.

Pia, the current Moon Princess

Rowan Holloway

Kappu pulled barges are a beloved form of transport

Alannah Rose

Mur Kengur, the Red Fangs. The Red Fangs (Mur Kengur in Eluran) are the daughters of the regent. These sisters grow up preparing and studying to become the regent or moon priestess. Until they do, they serve the Regency, often participating in the martial or arcane defense of the Tanglewilds. Upon the death of either the regent or the moon priestess, the Sun Council chooses one of the Red Fangs to assume the role, selecting the sister best suited for the position.

Since the foundation of the Luzos Regency, each faa'seng has always had exactly two daughters—that is, until the current generation. For the first time in the official history of the Luzos Regency, there are currently three Red Fangs, not two.

Cautious Ainoa [she/her], Elisa's oldest daughter, serves openly as an economic advisor and secretly as a poison and espionage specialist. Dutiful Reia [she/her], the middle daughter, embodies a devotion to her paladin principles, which makes her an excellent general. Khashmeen [she/her], the youngest, who at the age of 10 clarified for everyone that she is a girl, uses her abjuration spell casting talents in her role as personal bodyguard to her mother.

Some historians point to evidence that the desired number of female offspring has not always been natural. Adoptions and even murders have been used to maintain the Luzos's two-daughter heritage in centuries past. Nowadays, the regent's three daughters are considered a miracle and blessing from the sister Amaranthines Khaluz and Eresutha. Some traditionalists sneer at the idea of three Red Fangs, but by and large, the arrival of a third Fang is understood to be a sacred offer of help and wisdom. Working together, the trinity of the sun, the moon, and the spectrum between light and dark will lead the Tanglewilds into an era of prosperity or ensure the jungle's survival through a perilous time.

OPPOSITION TO THE REGENTS

Today, opposition to the regents falls into two main ideological camps. In the first camp are those who believe that a different leadership system is needed before Khaluz returns. The second camp is composed of those who think Khaluz is never coming and that the regents have long used folks' faith to enrich themselves.

Additionally, a nearly extinct faction called the Luhz'Meern is trying to summon Khaluz using esoteric rites in order to request that she begin her rulership immediately. The few remaining members of this cult make up for what they lack in numbers with the intensity of their fanaticism.

Mur Kengur, the Red Fangs

Risa Hulett

HISTORY OF THE TANGLEWILDS

With records dating back around 3,000 years, the Luzos Regency is the oldest continuous civilization in Wesden. Officially, the position of Luzos regent has passed from mother to daughter in an unbroken chain from the first titleholder. However, given the regency's tendency to amend its own historical records, this may or may not be true.

Supported by more reliable records, the events surrounding the Bloodstained Law and the storm known as Reya's Wrath have shaped the region in more recent centuries.

Regent Meernglek's Bloodstained Law. Around 500 years ago, the power-hungry Regent Meernglek decided that the Regency needed to expand its territories to bring about "Mur'Keh Fohthlek." This Eluran phrase translates to the "Crimson Peace," but critics called it the "Bloodstained Law." In the name of bringing peace and order to distant territories of the Tanglewilds, Meernglek marched her armies across the jungle, demanding oaths of loyalty from every settlement not directly under Luzos rule.

Any protest against Meernglek's expansionism was met with violent retribution from the regent's forces. Most notably, in retaliation for the anti-Luzos sentiment in the city of Axxin, Red Fang Zawsur ordered the razing of the famed Grand Sunrise Library. Its three chief librarians were chained to the library's ruins at her mother's behest. This heinous act of brutality led to Meernglek's downfall. Horrified by their leader's actions, the high priests of the Sun Council voted to put an end to the regent's reign of terror and her life.

To this day, Regent Meernglek's assassination remains the only historically confirmed murder of a reigning regent. Whether she died under the united claws and talons of the Sun Council members or just those of her sister, the Moon Priestess Ahnyeu, remains unclear. Whatever the truth, Meernglek's level-headed daughter Tlawsur ascended to the throne. She swiftly disbanded the armies, ending the era of Luzos expansionism.

This dark chapter of Luzos history remains etched in the collective memory of the Tanglewilds. Rather than attempt to hide their past mistakes, Tlawsur decreed that the Regency must remember the darkness that lies within, enshrining the tragedies in public exhibitions, monuments, and days of commemoration. This guiding principle has been upheld among all subsequent regents. Regent Tlawsur's daughters established the tradition of the Great Apology, where every five years, the two Red Fangs undertake a pilgrimage to the major settlements of the Tanglewilds and make public apologies for the mistakes of the past. However, even today, rumors persist of certain political factions within the Regency who dream of reviving what they call the glory days of Meernglek.

Reya's Wrath, the Great Tempest. A little over a century ago, the most vicious storm in recorded history struck the Tanglewilds from the Songsea. In his famous epic, "The Song of the Great Tempest," the seeta poet Honey Beak dubbed it Reya's Wrath after the winged Amaranthine. The poem describes waves soaring as high as a bird's flight, winds with the teeth of the damned undead, and javelin-lightning seeking Halara's tender underbelly with unquenchable fury. While Honey Beak was exaggerating for poetic effect, the fact remains that the storm annihilated coastal settlements and destroyed great swathes of jungle. The people of the Tanglewilds came together to help each other during the catastrophe. Honey Beak later wrote, "Never in history had the people united thusly! As the petals of the dreamflower embrace each other at dusk, so too did the people!"

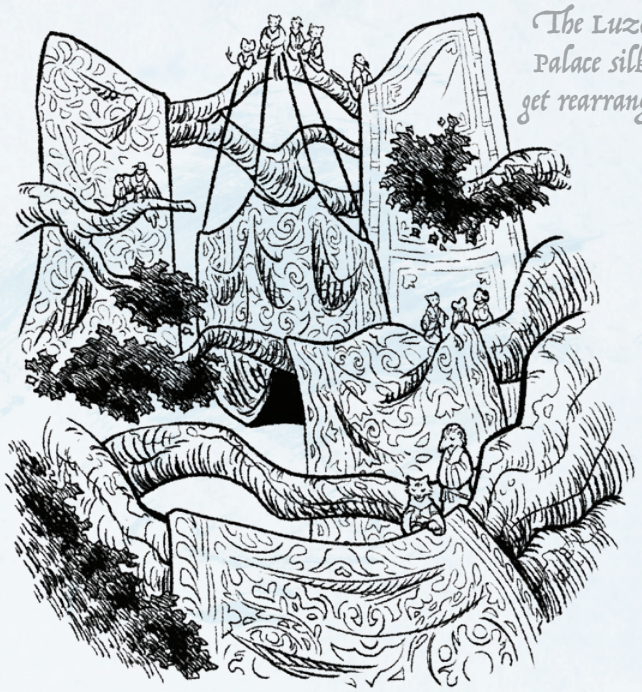
Not only did every prominent perch open its doors to refugees, but they each sent teams of adventurers, rescue workers, and physicians to scour the lands for the wounded. Every temple and university in Axxin—protected from the brunt of the storm by the mountains—dispatched clerics, druids, and wizards to help. The regent mobilized Halara's forces, charging them with rebuilding perches across the jungle. Among the Tanglefolk, the slogan "Together, we weather the storm!" took root, an idea that persists today as a cornerstone of culture in the Tanglewilds.

No one knows whether the storm was magical or natural. Divination magic revealed little. Halara has created emergency stockpiles around the Tanglewilds in case such an event occurs again.

HALARA, STAR OF THE TANGLEWILDS

In the northwest of the Tanglewilds sits Halara, the capital of the Luzos Regency and the largest city in southern Wesden, rivaled only by Alderheart in Humblewood. Treeshaped vines serve as roads throughout the city and treeshaped plants and branches form the buildings. Thousands of years ago, Halara began as a cluster of sun eluran families harvesting fish and vegetation from the mineral-rich Lake Halarr—a crater lake formed by the last eruption of the volcano Tangkehraw. While the volcano remained mostly dormant, the city did not, growing into the diverse metropolis it is today, granting it the nickname of the Star of the Tanglewilds.

Tangkehraw. Insisting the volcano's slopes are hazardous, the area surrounding Tangkehraw is off limits by decree of the regent. Tangkehraw occasionally rumbles and emits smoke but the actual reason for the directive is that the tilia Fizzar **Natu Tutulatu*** [she/her] and her lab inhabit the volcano. Few other than the regent and the Red Fangs know of the Fizzar's existence. Part of the reason Elisa concealed Natu's presence is Elisa coerced Natu into taking on a handful of Fizzar apprentices. Though Natu is obeying the reagent, Natu worries that Elisa will use her students and the Fizzar technology in unethical and harmful ways.



The Luzos Palace silks get rearranged

Nine Simpson

Atloh, the Evertree. The enormous Evertree named Atloh grows at the edge of Lake Halarr. It is one of the great, magical trees of Everden that connects the world with the Great Rhythm. Atloh's massive central trunk divides into dozens of huge branches, each supported by networks of aerial roots. These aerial roots and Atloh's thick vines extend far beyond the main tree and form the living vinestreets of the city.

Most buildings in Halara grow directly from the vinestreets. Each structure starts out as an orange and purple hanging fruit and once the fruit is ripe, the fruit is hollowed out and dried to form a building. New occupants and neighbors celebrate the completion of the building by feasting on the fruit's sweet flesh.

Buildings are entered through openings in the top of the fruit, requiring some folk to use ladders, ropes, slides, or lifts to access the entrance from the vinestreet above. In the distant past, residents knew the secret magic of shaping these fruits for their needs. However, this knowledge was lost for many generations following the Shattering. With the foundation of a new branch of the Tenders called the Wildgrowth Tenders, the magical practice of treeshaping has recently returned to Halara. New treeshaped buildings are now grown under the watchful eye of Treekeeper Grandmother Orchid [she/her], a venerable seeta, and her acolytes.

Luzos Palace. Though Atloh supports the city of Halara, the regent's palace is the only structure in the central part of the tree. Vast expanses of tanglemoth silk, known for its strength and shimmering beauty, are strung between the branches, forming taut floors and canopies. These woven silk protects the regent and her advisors from inclement weather and can be furled back to allow sunlight in.

As the palace walls, floors, and roofs can be rearranged by the restringing of its silks, it has no fixed layout. Day by day, the palace is reordered to serve whatever needs arise, be it as the grand temple of Khaluz, lodgings for visiting dignitaries, or venues for public consultations. Before dawn, dozens of attendants called silksetters glide and clamber through the branches to rearrange the palace for the day's activities.

Chuck Grieb

Only the throne room and the private quarters of the regent and her family go relatively unchanged.

Regent Elisa's throne was shaped from one of Atloh's branches over 2,000 years ago and takes the form of a wide couch that she lounges upon while looking down at her gathered visitors. The throne is the only treeshaped piece on Atloh's main branches, and it is considered a sacred sign of the regent's authority that the Evertree allowed its creation.

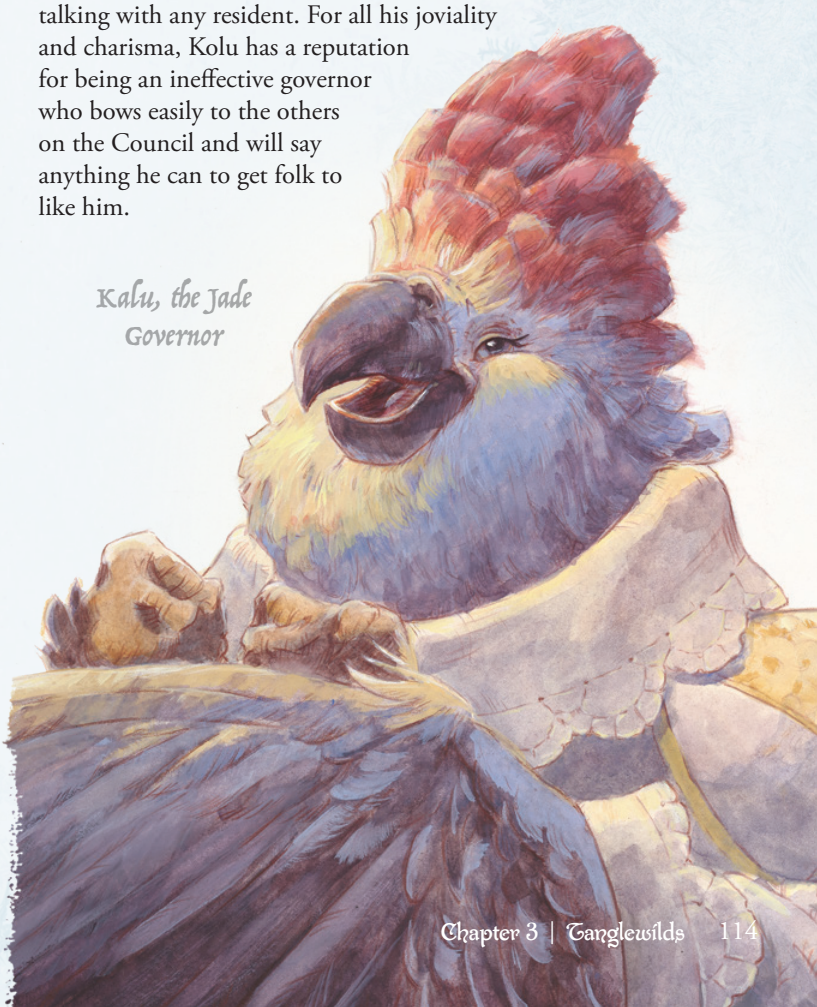
DISTRICTS OF HALARA

Halara is divided into three main districts, each with its own atmosphere and character. While the regent cares for the Tanglewilds as a whole, the day-to-day governance of the city is left to the Lake Governor, the Feathered Governor, and the Jade Governor, each in charge of one of these districts. The governors are appointed by the Sun Council every five years.

Jade District

The outer area of Halara forms the Jade District, and through its wide, crowded vinestreets and beautiful fruit houses flow the commercial and residential lifeblood of the city. Though daily business is still conducted in Eluran and Birdfolk, languages of all kinds can be heard here. The Jade District is home to the many descendants of those who relocated to Halara following Reya's Wrath. It contains Halara's largest residential area and is at the forefront of new efforts in treeshaping.

The Jade Governor. The administrator of the Jade District is a white and red-feathered seeta named OnKolu[sound of coins]ZarrGai JuSa [he/him], better known as Governor Kolu. He makes himself visible around the district, openly talking with any resident. For all his joviality and charisma, Kolu has a reputation for being an ineffective governor who bows easily to the others on the Council and will say anything he can to get folk to like him.



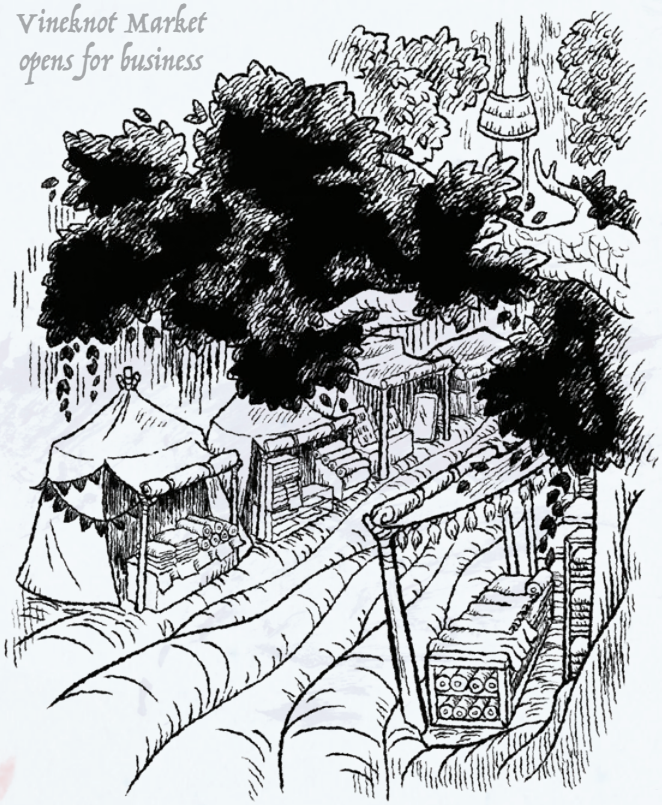
Kalu, the Jade Governor

The Essential Hearts. Of note in the Jade District is the heavy presence of the Thrai'jeelur or Essential Hearts, a unique, palace-funded corps of city workers who provide a hybrid of fire-fighting, law enforcement, emergency medicine, and social work services. Every Essential Heart is trained in all these aspects of emergency management.

The Essential Hearts are based in the Jade District but operate across the city. Governor Kolu is a strong supporter of the Essential Hearts, as he was a member before becoming governor. According to patriotic Halarans, their presence gives the city its unique character. They are recognizable by the blood-red heart wreathed in sun rays that they wear on their uniforms.

Memorial to Reya's Wrath. A series of empty wooden archways and doorways fixed in mid-air by powerful magic, this monument is considered one of the modern marvels of the Tanglewilds. Its architects, eluran siblings Theesha [she/they] and Khalaunga [she/her], cunningly designed it so that the wind plays out a song composed by famed seeta poet Honey Beak as it whistles through the openings. The siblings mysteriously vanished after the monument's construction, taking with them the secrets of their marvelous methods.

Vineknot Market opens for business



Nine Simpson

The Essential Hearts Guard

The Yoor'tlee Nursery. In Halara, the cultural practice of sharing plants with neighbors and friends has long existed. The aftermath of Reya's Wrath spurred official interest in the custom to help rebuild community spirit. Red Fang Reia personally funds the public Yoor'tlee Nursery, encouraging people to grow medicinal herbs and spices by providing free seeds and seedlings.

Vineknot Market. A large tree stands at the edge of the Jade District, forming one of the main outer supports for many of Atloh's vinestreets. Vines wind up the tree and branch into colourful, stable platforms. The folk of the Jade District have filled these with shops. Each level of the tree is dedicated to a different type of good, from foodstuffs near the ground to magic items at the top. Thanks to the importance of scent in the Eluran language, three levels are dedicated to perfumes and incense. Sturdy baskets woven from lake reeds and attached to pulleys carry visitors and merchants up and down the market. Although the market is at its most vibrant on sunny days, savvy shoppers know to visit during rainstorms, as many vendors offer special sales to attract customers willing to brave the poor weather.

Jade Docks. Goods and folk arriving and departing on the Tanglewilds' extensive river transport system do so from the docks in the Jade District. Located on a river connected to Lake Halarr, these docks are busy day and night.

Emory Kjelsberg

Lakeside

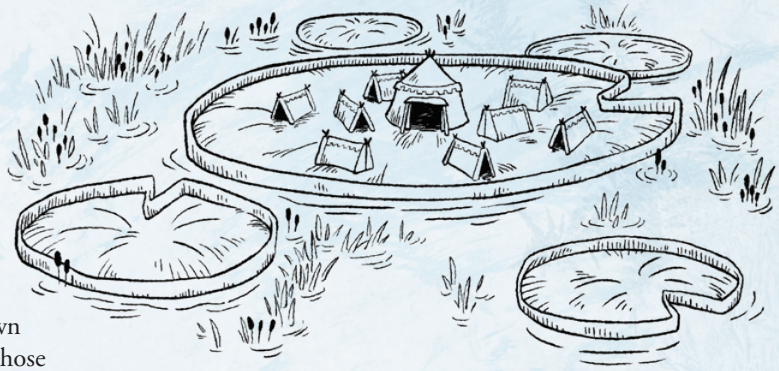
Lakeside encompasses the southwestern side of Lake Halarr, where fishing and heavy industry are prohibited. The wealthiest district in the city and closest to Atloh, the Evertree, Lakeside houses the homes of the elite, important government buildings, high-end establishments, and several local landmarks. Some buildings here are made from volcanic stone on the wide, flat lake shore rather than the hanging fruit of the vinestreets.

Politics dominate Lakeside, and not all of it favors the current regent. While Regent Elisa has maintained the dedication to peace that her foremothers have shown since the time of Meernglek's expansionism, there are those in Lakeside who would prefer a more active and ambitious regent. Whispers of the "glories of Meernglek" are shared at dinner parties among folk who see themselves benefitting from the Luzos Regency taking on a more militant attitude. Behind the opulent facades, secret meetings of the politically connected hold court, hoping to sway the opinions of the Sun Council, the Red Fangs, and Regent Elisa—not always for the greater good.

The Lake Governor. The governor of Lakeside is a slick tilia named Wab Babaalaw [she/her]. She only recently gained the title of governor, but she has already made waves in Halara. Wab is ambitious and eager to get closer to Regent Elisa. At the same time, she enjoys being courted by the district's power brokers. Savvy and sly, Wab is always willing to make a deal if it benefits her.

Luh'uz'urn, Temple of the Sun. The enormous public temple of worship to the sun Amaranthine Khaluz in the capital is considered secondary to the palace grand temple but is far larger. As with most temples to Khaluz, the Luh'uz'urn has no roof. It is formed of wide-open courtyards ringed by stone walls filled with windows that cast elaborate patterns of shadow and light at different times of the day. Built during Faa'seng Meernglek's reign to show off Halara's wealth and power, the Luh'uz'urn Temple was constructed on the foundations of older temples. Hidden catacombs and basements can still be accessed beneath the temple grounds, and can be traced back to a 1000-year-old long-forgotten cult. Though the regent predominantly performs her religious duties in the palace, she holds public services at the Luh'uz'urn temple four times a year at the solstices and equinoxes. These events pack the temple's expansive courtyards with worshippers.

Light tents rest precariously on Tenders' Pad



Nine Simpson

Burnished Manors. A set of historic residences at the edge of the lake, the architecture of these manor houses is known for its distinctive brass decorative elements. These stone homes date back to before Atloh grew the vinestreets and are the oldest buildings in the city. Various wealthy families have lived in these houses for generations, and some are rumored to be haunted. The oldest, Khazluth House, is said to possess a mind of its own. Some say that the house is haunted by its first owner, a moon eluran wizard named Mormoch [he/him], whose ghost still controls his family's fortunes to this day. Others say that the house is a sentient construct built by Mormoch, capable of defending itself against intruders.

Upside-Down Courts. Though not a true Evertree like Atloh, the enormous fruit tree known as Aoltloh or "Atloh's sister" could almost be mistaken for one. Among its roots nestle the High Courts, which deal with thorny issues of governance and legislation across the entire Regency; in its branches sit the Low Courts, which serve Halara's civil and criminal legal system.

The Tenders' Pad. Many massive lily pads float on the surface of Lake Halarr. When the Tenders arrived in the city, they established their enclave on one of these gigantic leaves, constructing a floating base of operations. In line with their gentle attitude toward nature, the Tenders set up lightweight tents on the lily pad, which cause no damage to the plant. As they come and go on missions across the region, the arrangements of tents change, save for the central tent belonging to Treekeeper Grandmother Orchid. She spends much of her time in seclusion, communing with nature, save for her visits to inspect new treeshaping efforts.

Wab, the Lake Governor

Chuck Grieb

Feathered District

The western side of Lake Halar encompasses the Feathered District, where fishing and industrial activities occur. The district was established generations ago by the first birdfolk residents of Halara, but it is now home to folk of all kinds.

Feathered Governor. A diminutive moon eluran named Tao'hrehk [she/her] is the governor of the Feathered District. Although she maintains a spotless reputation in public dealings, rumors swirl about the aloof governor. Some say she is the lover of Pia, the moon priestess. Others believe she has connections with the city's underworld. Whatever the truth, everyone agrees that Tao'hrehk is extraordinarily lucky. Things always seem to fall in her favor. Tao'hrehk is deaf and is usually accompanied by her solemn sylph sign language interpreter, Ravel Glitterflit [she/her].

Feathered Docks. The docks along the western half of the lake are home to reed collecting, boat building, fishing, and other water-based industries. A somewhat out-of-fashion tradition holds that birthdays are spent walking along the docks and acknowledging the heart of the Halara. This side of the lake is quieter than the eastern side, but most of the leaf and reed boats made to traverse the Tanglewilds' rivers are made here, and renting them from the boat builders at the Feathered Docks is cheaper than at the more popular Jade Docks.

Hanging out at home in Halara

Alannah Rose

Tao'hrehk, the Feathered Governor

Fish Market. Though most commerce is conducted in the Jade District, the pungent smell of the Fish Market confines the fishing trade to the Feathered District, next to the docks. It's a lively, raucous place, popular among visitors. A mysterious pillar with a glowing blue egg-shaped top stands in the center of the clustered stalls. It emits a strong aura of cold across the whole market. The fishmongers don't know what it is or how it works, but they are grateful that it does, as it keeps their goods fresh for a long time.

THE OBSIDIAN DISTRICT

The so-called Obsidian District is not a true location; it is the name given to Halara's criminal underworld. While criminal activities span the city, most suspect that the most potent elements hide their operations among the warehouses and workshops of the Feathered District.

Those in the know can spot the tell-tale slashes or "blazes" carved onto the walls of fruit buildings as messages between criminal elements.

Chuck Grieb

NPCS IN HALARA

Use the NPCs in the table to inspire adventures and encounters in this region.

d10	NPCs
1	The blue-eyed sun eluran Thizz [she/her], the iridescent corvum Riz [she/her], and the gold-speckled cervan Lameela [they/them] have been romantically entangled for as long as anyone remembers. The trio runs a mobile food cart selling thirrila, a fermented seaweed wrap filled with spiced fish paste.
2	Sesha [she/her] is a pompous seeta poet-tattooist who orates her work out loud while working. She is working on a young mapach named Nono [he/him]. The fur on Nono's arm is shaved, and Sesha works with arcane pigments that will change the color of his fur when it grows back.
3	A spotted moon eluran filled with enthusiasm, Zhahama [they/them] is an Essential Heart who works closely with unhoused folks. They come from an immigrant family whose ancestral home in the south was destroyed by Reya's Wrath. They don't see eye-to-eye with the armed divisions of their organization.
4	The mysterious Seeza [she/her] is rumored to sell the most powerful magic items in Halara. This paranoid, masked gallus speaks to only those she trusts; even an introduction from someone she knows isn't usually enough to build that trust.
5	A wizened tilia who walks with a stoop, Aokhet Ketto [he/him] claims to have been cleaning houses in the Jade District since before Reya's Wrath, which would put his age at well over 100.
6	Ngangtlotek MaRa [he/they] is a middle-aged but robust seeta head of a family of luxury goods merchants. Ngangtlotek staunchly supports the historical Regent Meernglek's vision of imperial expansionism. They invite masked elites to secret political gatherings in their Lakeside manor, attempting to sway the Regency towards the "good old days of the Crimson Peace."
7	Outwardly a sun eluran with a good singing voice and a thriving boat-repair business, Shazh [he/him] is, in truth, a crime lord with interests in smuggling, racketeering, burglary, and assassination. His refined bearing and elaborately styled corn-yellow mane hide ruthless ambition and unending greed.
8	A longtime reed crafter, the green-feathered seeta Mother Leemkha [she/they] has been organizing dockworkers, including her many children, to advocate for better working conditions, earning her many powerful enemies among the wealthy families of Lakeside and elements of the criminal underworld.
9	Marshal Cadmon [he/him] is the first commander of the Luhz Kehsh—elite warriors who serve the regent—born outside the Tanglewilds. This tawny, regal strig comes from Stormcrag, and he reports directly to Red Fang Reia. While she trusts him completely, some at the palace question the wisdom of appointing an outsider to head such a powerful institution.
10	Known as the Bright Boys, the pale vulpin Zhaka [he/him] and coal-black luma Rrazim [he/him] are the most celebrated cosmetic artists in Halara. With their cart full of powders, pastes, and pomades, they grace only the most exclusive manor houses with their expertise. Zhaka has nursed romantic longings for his partner for years but worries that confessing his feelings would ruin their business relationship.

Anneliese Mak

SETTLEMENTS & LANDMARKS IN THE TANGLEWILDS

Thanks to the jungle's rich environment, there are many settlements throughout the Tanglewilds, particularly along the rivers that connect the region. Most of these are small perches built around trees, though some villages lay in clearings on the jungle floor.

Axxin, University City

Close to the southern reaches of Stormcrag, Axxin is a natural stopping point for travelers from the north. Second only to Halara in size, the city is the home of the most esteemed university in Wesden, flourishing museums, and towering libraries. The city rests in a wide, perfectly circular clearing, and its buildings are mostly made from wood and stone.

Politics of Axxin. Due to the atrocities inflicted on the city centuries ago by Regent Meernglek and Red Fang Zawsur, the Luzos Regency now considers the city a protected free city. Backed by generations of countersigned treaties, Axxin is a free state for all legal purposes, except that the Regency and Axxin are compelled to rise to each other's defense in times of crisis. Additionally, all Red Fangs must complete their education at one of the colleges of the University of Axxin, which the regent supports with a generous annual donation. The city is led by the Council of Proctors, notable arcanists and scholars from the university.

The Seven Sisters' Spires. Seven wide, silvery stone spires encircle the city, sporting neither window nor door. The spires are rumored to harbor tremendous and terrible magic within, though no one knows how to access it. Students have a long tradition of using the spires for pranks. For instance, one student transported a professor's entire office to the top of a spire, and another caused widespread panic by using illusions to alter the appearance of the spires.

The Grand Sunrise Library. Rebuilt after its infamous destruction by Red Fang Zawsur, the Grand Sunrise Library is the most extensive public library in all the Tanglewilds. Professional storytellers, street criers, and court bards earn their licenses here. Competition for a place in the bardic examination held once a year can be vicious. The public areas of the library are open to all. Still, access to the restricted sections requires authorization from the head librarian, a pompous and judgmental sylph named Vivace Hoverhold [she/her].

Pulp Street. A winding street populated by paper makers, ink sellers, and stationery vendors. Shop awnings are traditionally made of subtly colored patterned paper waterproofed with wax. For those in the know, rare spell scrolls can be traded here. Crossing Pulp Street is Chypre Street, where perfumes that express emotion in the written Eluran language are sold.

Nataly Zhuk

THE UNIVERSITY OF AXXIN

University of Axxin's colleges, buildings and libraries are found throughout the city rather than in a centralized campus. Each college is led by a proctor and focuses on a domain of study.

Some of the university's many colleges include:

The College of Astronomy. Led by Proctor Gil [he/him] a long-nosed mapach, this college focuses on studying the stars and divination. It also trains clerics of the Amaranthines Eresutha the Hidden and Hath the Whisperer. Under the current proctor's leadership, the college has gained a reputation for taking great care of its students as Gil struggled with the mental burden of his divination studies when he was a student and does not want the young scholars to suffer the same.

The College of Cogwork. The College of Cogwork is the newest institution to join the university. It specializes in gadgeteering, engineering, and architecture. Its proctor is an enthusiastic green feathered seeta, commonly called Clang, whose full name is JiMiol[sound of a hammer hitting metal]Wallaba PiLu [he/him]. The college lies on the city's outskirts as its workshops have been known to explode occasionally.

The College of Pigments. The smallest college in the university, this school specializes in painting and other visual arts. It recently gained great political power thanks to its jerbeen proctor Imrina [she/her], a blind weaver-sorceress who used her magic to root out corruption in the city's guard, and expose those covering up for their brethren in uniform.

Lah'Keht, Busy Port

The port town of Lah'Keht lies across the Spellsea from the Stormcrag city of Cleave. Most of the trade from other regions of Wesden passes through here. The town is energetic all day and night, with ships coming and going. Most markets and shops never close. Lanterns made from leaves and filled with glowing insects illuminate the streets.

Casual Vibe. In the rest of the Tanglewilds, Lah'Keht has a reputation as a boisterous and untraditional place. The delicate manners seen in Halara and other major settlements aren't found here—instead, money talks in Lah'Keht. The port folk are friendly to anyone passing through or wanting to stay as long as they have the coin. The town is also well known for its lively bars, taverns, and restaurants, which serve cuisine from all over Wesden. Many travelers are delighted to be able to enjoy a taste of home.

Sa'azeul, Romantic Destination

Sa'azeul is a mountain town popular among tourists thanks to the Sa'azeul Waterfalls that the town is built around. Mineral-rich water is heated to a boil deep within the mountains but emerges in basins at a temperature desired by bathers. As a result, numerous spas and bathhouses, carved out of the blue and cream rock face, have emerged in town, from tiny back-room pools to huge villas serving drinks and delicacies.

Town of Love. Sa'azeul has historically enjoyed a thriving queer population thanks to its status as the wedding venue of Red Fang Hatleefa [she/her], the first Red Fang to have married another woman some 600 years ago. The cheeky tavern song "Hatleefa's Flower" is said to have originated here. Sa'azeul is considered the most romantic destination in the Tanglewilds, thanks to this charming history and its waters. Many couples visit to celebrate their marriages.

Kehshkehsheer Academy, Military Training Ground

Kehshkehsheer is the sprawling training academy for the elite Luhz Kehsh warriors who serve the regent and her family directly. To support such a large population, a variety of shops, services, and amenities have grown around the main barracks under the watchful eye of Commander Ohmkhu [he/him], a grizzled vulpin whose amputated left leg has diminished neither his capacity for delivering a tongue-lashing nor his excellent aim. Red Fang Tlawsur [she/her] reorganized the academy into its current form after the fall of Meernglek as a way to ensure that the Luhz Kesh were as knowledgeable about philosophy and ethics as they are about bloodshed.

Secret Location. For security, the exact location of Kehshkehsheer is known only to a few, and depicting it on maps is forbidden by order of the Regency. Most folks know it is located somewhere deep in the jungle. Authorized folks typically need to be escorted, and the few unlucky folks who stumble by accident upon the Academy's squat, wooden barracks and officers' treetop quarters face days of questioning, scrutiny, and stern instructions about secrecy before being released.

The customary beginners blade used in Kehshkehsheer

Celia Tang

Training Body and Mind. Thanks to Red Fang Tlawsur's legacy, Kehshkehsheer boasts a surprisingly artistic scene. In addition to the ethics of war, the curriculum includes lessons on dance for balance and agility, singing for lung capacity and teamwork skills, and the jeermeerngkha—a traditional percussive instrument once used, according to the folklore, by the Amaranthine Khaluz to fend off a horde of demons. The academy's equinox concerts are some of the finest and—due to the academy's secrecy—least attended musical shows in all of the Tanglewilds.

FESTIVALS & EVENTS IN THE TANGLEWILDS

People have all sorts of reasons to celebrate in the Tanglewilds. Here are some common festivals, holidays, and events.

The Feast of Blood. This festival originated in Halara but is fashionable in the larger towns and cities. Traditionally, folks cook meals for those "not of their blood" to celebrate friendship and bonds "as strong as those of blood."

Eresutha's Carress. On the night of the vernal equinox every year, folk all over the Tanglewilds dream of the sky opening up and releasing something indistinct from beyond the stars. This has been occurring since the Shattering. Although no one knows the exact reason, the phenomenon is attributed to the Amaranthine Eresutha the Hidden. A quiet breakfast with friends is common the following morning as folk talk over their shared dream.

Merryrain Fete. Right before the height of the rainy season on the first day of the month of Kurkh'lah, folk hold great parties to honor the Amaranthine Gebbo the Reveler, hoping they won't bring disaster or floods. Pickles are traditionally exchanged.

Regency Day. The origins of this holiday, which celebrates the current Luzos regent, have been lost. Nevertheless, people celebrate with fruit juices and traditional costumes sewn with tiny mirrors to reflect the sun's light.

The Week of Lovers. Students in Axxin recently revived this ancient celebration. In the past, people in committed two-person relationships would try to court others for a week to test if their current relationship was bringing them both joy or whether it was time to move on amicably. Today, the festival's original philosophy has become somewhat diluted. The practice of consuming spicy drinks has remained.

Hathstar Lake

This lake formed from the impact of a meteorite. All of the vegetation in the area has grown to large proportions and taken on a silver sheen. Animals in and around the lake are also massive and have shimmering fur or scales. Once bottled, the water from the lake looks like liquid silver, which visitors are strongly advised not to drink. Ignoring this warning could lead to all manner of strange sorcery, such as shrinking to the size of a seed, floating into the night sky upon falling asleep, or disappearing entirely. A small island sits in the center of the lake, but no expeditions have ever returned from it.

A gray-feathered seeta by the name of DeeMelepha[sounds of the jungle at night in the high summer]StarSeeker HaYan [she/her] lives alone on the shores of the lake and maintains a shrine to the Amaranthine Hath. She believes the lake is sacred to Hath, patron of secrets and the unknown, and that the island is a gift from her starry realm.

A raucous and sparking Regency Day celebration

Nina Simpson

Other Settlements in the Tanglewilds

The jungle supports many perches. Despite the oversight of the Luzos Regency, each settlement has a distinctive character. Some of these include:

Hlameetl. A dense collection of lightweight buildings sits on the two parallel bridges, the Blushing Bridge and the Bleeding Bridge, spanning the Mur'keh River. Originally the headquarters of an adventuring party founded by deaf tilia sisters Zheka, Thaika, and Zaorra, these buildings have multiplied and come to be known as the village of Hlameetl. Its Three Sisters' School is well known as a training center for physically disabled adventurers.

Hrai-Hrai. This southern perch is regarded with some suspicion by the Regency due to a cult centered in the town. Residents of Hrai-Hrai believe that in every generation, the Amaranthine Hanera is born as a living goddess among the perch's children. Priests identify a child who possesses the secret mark of Hanera, and the child then lives a life of luxury and ceremony in Hrai-Hrai's temple. The fact that the chosen child is never allowed to leave the temple until their death is kept hidden from outsiders.

Ngaofurr. A small mining town of reddish buildings, Ngaofurr used to derive its wealth from the prickly-pear cactus that grew there in abundance. Unfortunately, the destruction caused by Reya's Wrath wiped out almost all of Ngaofurr's crop a century back. In a twist of fate, the storm's violence uncovered jade and iron seams in the nearby rock, leading to an entirely new industry emerging in the town.

The Day Callers Enclave. A network of caves in the Feer'luz'urn Mountains is home to Luhz'Meern, a cult dedicated to ending the Regency by summoning the Amaranthine Khaluz to manifest in Everden. Poetic curses and insults targeting generations of regents crudely carved into the cave walls make no secret of the cult's feelings about the Regency. The cult's size has greatly diminished, with only a pawful of fanatical members staying loyal to the dream of the sun Amaranthine's eternal rule. They're led by a powerful gallus sorcerer named Harrat [she/her], who claims to hear Khaluz's voice.

FOOD & DRINK IN THE TANGLEWILDS

Thanks to the jungle's bounty and the long-standing culture surrounding food, the Tanglewilds produce both traditional and innovative cuisines.

Meerg. This common, earthy bread is found all over the Tanglewilds. For an added kick, fermented berries are baked directly into the bread.

Zimzim. Popular in Halara, zimzim is a dish of lake-weeds sauteed with fish. Every grandparent has their own recipe.

Tlatlacop. Tlatlacop is a luxuriously savory and fragrant bread made entirely from dried carnivorous flowers. It's costly and best topped with a dollop of honey and a sprinkling of toasted seeds.

Scholars' Hash. This mix of cheap vegetables is fried with spiced grains soaked in vinegar. Inns and university dining halls in Axxin invented the dish, much to the chagrin of all students.

Fizzar Ruins

As the Fizzar movement first emerged in the Tanglewilds, many remnants of the great temples to science and religion built by the ancient Fizzars remain throughout the jungle. Some of their locations are kept secret by the Luzos Regency out of fear that the mistakes of the past could be repeated, while others are unknown even to the Regency. Fizzar artifacts and facilities are also present within settlements, particularly Halara, though the fact that these once belonged to the Fizzars has been hidden from the public for generations.

Carmine Hall of Rhythm and Reason. This Fizzar temple was built by a long-dead tilia researcher named Hillillia [she/her] in the center of Lake Oush. When it was active, the entire facility could be raised above or lowered beneath the water's surface to allow its aquatic creatures to be studied. Today, the upper three floors are stuck above the lake, and the lower two floors are entirely submerged. The lake is populated by fish and water snakes that grow metal skin carved with Eluran symbols on their bodies due to the lingering effects of Hillillia's experiments.

Temple of Braided Vines. The buildings of this temple have been completely overwhelmed by vegetation. It was once the laboratory of Pola Wran [he/him], a cervan Fizzar who wanted to bridge the gap between humanoids and plants. As the Fizzars began dismantling their work after the Shattering, Pola instead delved deeper into his research, becoming lost within it.

Moonglow Sanctum. This hidden facility was unusual at the height of Fizzar power. Here, the most ambitious researchers sought to push the boundaries of their art further than any others. Hoping to keep their work a secret from rivals and those who might interfere, they dedicated the sanctum to Eresutha the Hidden, praying she would obscure their work from prying eyes.

Temple of Naba. This temple is located in the northeast of the Tanglewilds, not far from the border with Stormcrag. It is inhabited by the Heart of Dako, a lava elemental who willingly became an *elemental heart** so it could protect the region against the arcane storms caused by the Shattering. The Heart of Dako's protective and compassionate spirit lives on within the temple.

Tower of Art and Mind. A diamond-shaped tower made from obsidian stands lost in the western jungle. Gravity behaves strangely in and around the tower; sometimes, objects float in the air, and at other times, gravity flips sideways, turning walls into floors. Within the tower the research of a sylph Fizzar, Breeze Bloompeck [they/them], remains active, powered by an *elemental heart**.

Rowan Holloway

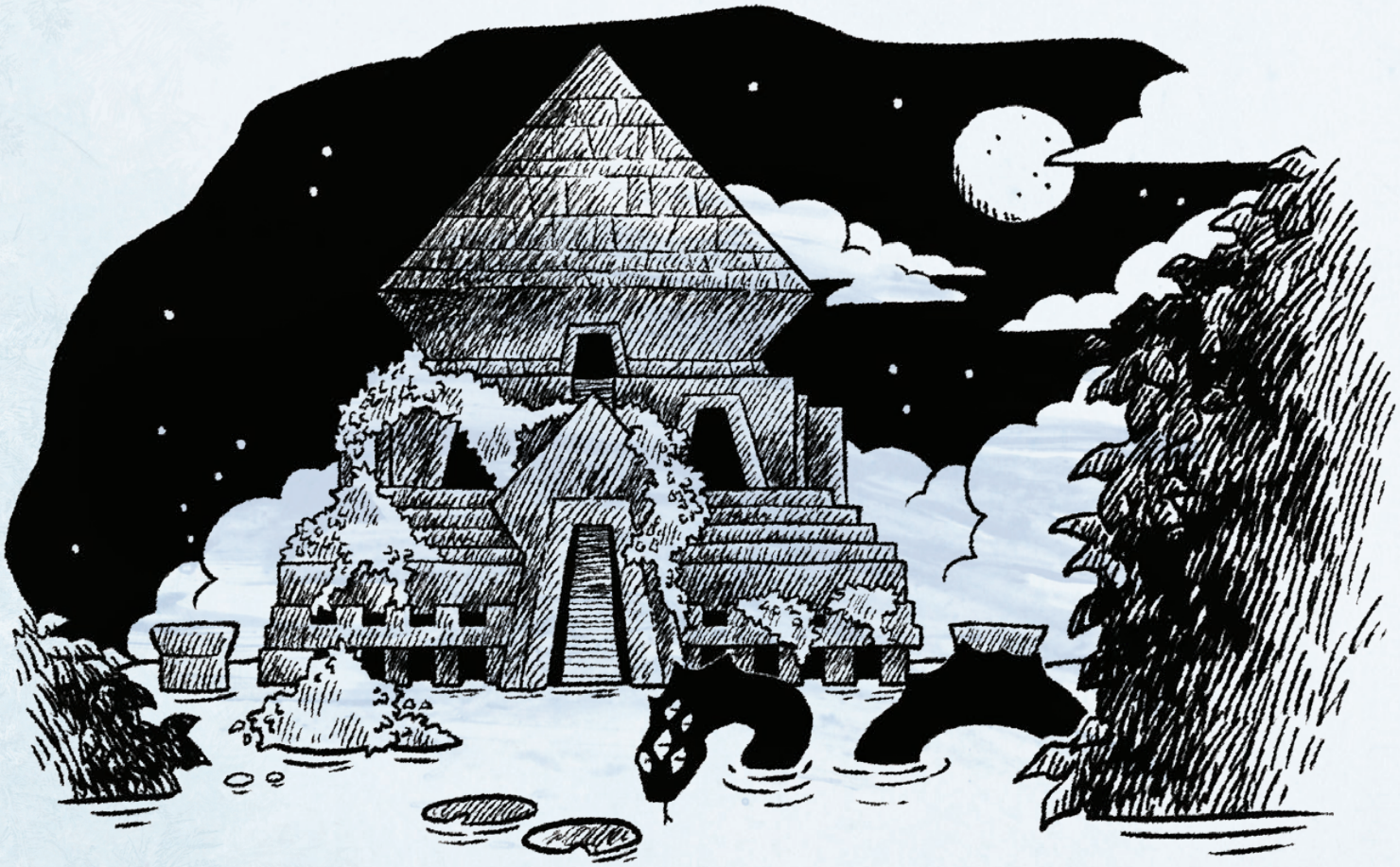
ADVENTURES IN THE TANGLEWILDS

Use the following adventure hooks as inspiration for running games in the Tanglewilds.

Catch the Kappu (low level). An accidental collision of barges on the river set two teams of **kappus*** loose. The panicked animals ran into the jungle, where they will quickly fall prey to **tythrans*** or **swarms of tanglewasps***. The barge-folk don't dare venture into the thick vegetation themselves. They ask the party to retrieve their terrified beasts.

Red Fangs Beared (mid level). Ainoa, the eldest of the Red Fangs, approaches the party with a secretive request. She suspects a plot to assassinate her youngest sister, Khashmeen, is building within her supporters. Ainoa can't act against them directly but neither does she want her sister harmed. She asks the party to uncover the plotters and keep Khashmeen safe without alerting her to Ainoa's interference, as she knows her sister's pride would lead her to take dangerous risks.

The Coming of Khaluz (high level). An unpredicted eclipse blots out the sun over the Tanglewilds, causing panic. A sun eluran in shining raiment steps forward and declares herself the Amaranthine Khaluz. When Regent Elisa refuses to step down, civil war looms as loyalties are split. In truth, the false Khaluz is a powerful illusionist named Murfesh [she/her] who wants to seize power for herself. She uses her magic to seemingly hold the sun hostage. The party must decide whether they will investigate and unmask Murfesh or side against the regent and face down her forces as significant change sweeps over the Tanglewilds.



Half-submerged, the Carmine Hall of Reason & Rhythm remains a mystery

Nine Simpson

Aaron Miller

4 Heart of Ice

TALE OF THE SNOWEN STARS

Heart of Ice is an adventure for four player characters that takes the party from 5th to 8th level. It is designed to be used with the 5th Edition Core Rules.

Information formatted in a box like this should be read aloud or paraphrased for players.

Information formatted in a box like this is additional background information used to help shape the adventure. This information can be revealed to the players when necessary.

Bold red text references other sections within this adventure. Humblewood monster and nonplayer character (NPC) stat blocks in this booklet are identified by **bold blue text**. Any monster or NPC stat block in **bold purple text** can be found in the 5th Edition Core Rules. Magic items and spells appear in *italics*. Humblewood magic items, spells, and stat blocks are also marked with an asterisk * and can be found in the appendices.

ADVENTURE BACKGROUND

Long long ago, the continent of Wesden was different than it is now because of the work of a now-defunct group of scientists called the Fizzars. These arcane engineers created extraordinary engineering marvels, shaping nature to their design. They achieved great feats but also caused great harm. Some Fizzars were content to use Everden's abundant ambient energy to power their creations. However, others found that they could generate even more power by transforming elementals into batteries. While this technique unlocked ever-greater technological progress, it also destabilized Everden's connection to the Great Rhythm. Magical storms raged across the land, but the Fizzars didn't change their ways. Instead, they built a network of protective shields to suppress the storms and safeguard their facilities.

One Fizzar, a moon eluran named **Klaythusar*** [he/him] who hailed from the southern Tanglewilds, sought to stand above his peers. His research uncovered the existence of the aspects, powerful elementals tied to the existence of Everden. To capture and use such an elemental would unlock power far beyond what the Fizzars had yet achieved. Klaythusar set his sights on the **Aspect of Water***, believing it to be gentler than the Aspect of Fire. He and his apprentice **Natu Tutulatu*** [she/her], a tilia, headed to the northernmost region of Wesden where the aspect had most recently been sighted. There they built the Temple of Rime and Reason, a facility filled with arcane machinery to capture the aspect. Over the years of construction, the pair observed the Aspect of Water carefully. Natu began to have doubts about turning the elemental into a battery, but Klaythusar convinced her that harnessing the power the Aspect of Water would usher Wesden into a new age of prosperity.

Though the Aspect of Water was less aggressive than the Aspect of Fire, it was no less powerful. Overwhelmed by ambition, Klaythusar miscalculated the force he would need to imprison such a fundamental being. When he and Natu began extracting the aspect's power, the Aspect of Water shifted into its other form, the Aspect of Ice, to defend itself. The aspect's shift from water to ice caused an arcane backlash so immense that it shattered the northern land, forming an archipelago and transforming the region into a frozen wasteland that is now known as the Crystal Expanse.

Klaythusar did not escape. Targeted by the aspect's rage, Klaythusar was frozen in a solid block of ice. As his lifeforce was drained out of him, elemental energy poured in, turning him into an undead creature infused with ice in his veins. Klaythusar has remained trapped, seated on the temple's control terminal throne, staring directly at his greatest achievement and his unfinished work. Despite the devastation the process wrought, Klaythusar was successful—the Aspect of Water was transformed into the most powerful elemental heart ever made, the *Heart of Ice**. Without anyone to disconnect the battery, it constantly leaks cold elemental power, keeping Klaythusar and the Crystal Expanse frozen.

Natu was caught in the arcane blast. She became a frozen undead being that would come to be known as a frostburned. Overwhelmed by a need for heat, she wandered the Crystal Expanse until she was found by a team of Fizzars who had come to investigate what had caused the sudden freeze. Natu attacked them and drained several of them of their body heat before they were able to subdue her. The Fizzars transported Natu back to the Tanglewilds. There, they took Natu to the volcano that stands above the city of Halara. In the extreme heat of a cave near the volcano's crater, Natu regained consciousness. Though she was still frostburned, when bathed in heat she was able to think clearly again. Natu recounted what she and Klaythusar had done and urged them to abandon the use of elemental energy.

The shockwaves of Klaythusar's attempt to trap the aspect were felt throughout Wesden. Far to the south, the Fizzar's protective shields failed under the force of the great arcane storm. Many of their facilities were destroyed and many lives were lost. In the aftermath, the remaining Fizzars learned the lessons of Klaythusar's catastrophic mistake. Fizzar technology faded out of use as folk chose to live alongside nature rather than exploiting it.

Over a millennium passed, and most Fizzar technology became lost to time. Natu, immortal thanks to being a frost-burned, remained in the blisteringly hot cave as an advisor to generations of Tanglewild leaders. To those that knew of her existence, Natu became known as the Voice in the Volcano, while in the far north, Klaythusar and the aspect remained in their frozen prison. However, when the Aspect of Fire was defeated in Humblewood by a party of brave adventurers, its hot elemental energy set off a thaw in the Crystal Expanse, opening up routes that had been impassable for centuries.

The newly accessible north beckons explorers and archeologists from far and wide to rediscover its mysteries. It also caught the attention of the powerful folk of Wesden. **Elisa*** [she/her], regent of the Tanglewilds, sent a clandestine group of adventurers known as the Children of the Blue Rose to confirm the rumor of a large source of power in the thawing Temple of Rime and Reason. Led by the dashing sylph rogue **Flash Firewing*** [he/him], the Children of the Blue Rose have been tasked to find the power source and return it to Halara intact, under the guise of escorts for a group of archeologists.

The events that follow see the Heart of Ice stolen and Klaythusar freed from his thousand year deep freeze. After centuries trapped so close to his greatest success but tormented by being unable to claim it, Klaythusar longs to finish his life's work. With the Heart of Ice on the move and Klaythusar on the loose, the whole of Wesden faces dangers it has not seen in centuries. Only the bravest adventurers can seek out the truth and right the mistakes of ages past.

ADVENTURE OVERVIEW

Part 1 starts the party in the rough and tumble town of Slicer's Dive, where they meet **Zaya Hrest*** [she/her], a young archeologist seeking her mentor Ostri [he/him]. Ostri is up north in the Crystal Wastes, researching an ancient Fizzar temple that has just begun to thaw. Zaya is worried for his safety, and asks the party to help her find him. The party have to travel to the Crystal Wastes in a large submarine, the August Blue, where they are attacked by a tentacled beast hidden beneath the waves. Once they arrive safely in Slicer's Crash, the party secures transportation to take them further north.

Part 2 has the characters trekking across the Crystal Expanse on skimmers, where they are attacked by an angry **maulrus*** who has lost its pup. They find the pup, along with a mercenary hired to protect Ostri and the other archeologists, at the archeologists base camp. The mercenary is named Ahri Snaphorn [they/them], and they are a member of the Children of the Blue Rose. The party discover clues as to the location of Ostri and recover his abandoned *resonant journal**, which he uses to communicate with Zaya.

The clues found at the camp lead the party into **Part 3**, where they make their way to the archeologists research site, the Temple of Rime and Reason. Due to the recent events in Humblewood concerning the Aspect of Fire, the ancient Fizzar temple, like the rest of the Crystal Expanse, has begun to thaw. This allowed the archeologists and mercenaries to enter the temple, and consequently triggered its ancient defenses. At the entrance to the temple they meet Flash Firewing who is looking after an injured Ostri. While the party navigates perilous traps and rescues the archeologists, they discover Klaythusar, an ancient Fizzar, still bound to his throne by a half-thawed block of ice. Battling with the **frost-burned*** in Klaythusar's chamber heats up the room enough for Klaythusar to break free and capture Zaya and Ostri.

In **Part 4**, the party returns to the research camp to regroup, only to be betrayed by Flash, who reveals that he stole the Heart of Ice before he teleports away. The characters must repair broken skimmers and follow Klaythusar's path of destruction.

The ancient fizzar Klaythusar

Irina Nordsol

Part 5 begins with a message from Zaya directing the party to the Sombaar in the Stonebell Foothills of Firnveldt. Sombaar's mines have been plagued with strange elemental spirits called **hollowings*** that have been unearthed by Klaythusar's meddling in a secret Fizzar facility nearby. The party must investigate, both to help the miners and discover more of Klaythusar's plan.

Part 6 has the party continuing south, joining the Three Hoof Trip and their caravan across plains of the Firnveldt. They meet traveling merchants, difficult perils and will have to deal with a **frostburned gargath***.

The journey with the caravan leads the party to the small town of Morabaar in **Part 7**, where they must find a way to help the town's frostburned blacksmith before an angry mob gets to him.

Continuing south, **Part 8** leads the party to Haver's Cliff where a sorcerer named **Arlo Greenwool*** [he/him] has gone missing in the mountain caves. Rescuing Arlo from a corrupted **orephidian*** grants the party access to some powerful and dangerous Fizzar technology, and a possible ally in Halara.

In **Part 9** the party comes down from the mountains to the port town of Cleave, where everything has been pitched into chaos by Klaythusar and the freezing storm. They discover Klaythusar is hovering over the bay, absorbing elemental energy from the water to replenish his strength. The characters must commandeer a boat and stop him, before it's too late. Stopping him comes at a price, as Klaythusar lashes out violently before disappearing, damaging the port town and limiting travel across the Spellsea.

Part 10 returns to the Stormcrest mountains, as the party seeks an alternate route to Halara in the south. Here they find the cozy warren of Frostguard, where they are welcomed to rest and recuperate. They can uncover a mystery involving a **feliad stalker*** that has been blown far from home by the storm, as well as discover rumors of another warren overrun by the frostburned.

Part 11 takes place in Bloomdoor, a warren that has succumbed to the curse of the frostburned. Here they meet **Orlo*** [he/him], a squire of an order of knights dedicated to protecting the world from dangerous magic, known as the Knights of Knowhere. He came to Bloomdoor with his mentor **Ser Coroja*** [she/her] to find survivors but found only one, a young raptor chick named Mistri [she/her]. Ser Coroja gave her life to protect Orlo and Mistri, and the party must help them both escape the frostburned of Bloomdoor.

In **Part 12**, Orlo leads the party to the fortress of Knowhere, the secretive headquarters of Orlo's order. While they are there, the fortress falls under siege from hollowings, stirred up by Klaythusar's storm and the party must find a way to fight them off. They find a solution in the fortress's vault, but must convince the leader of the knights to use Fizzar technology to save Knowhere.

After their harrowing ordeal at Knowhere, **Part 13** sees the party take the last leg of their journey into the Tanglewilds—flying through the air on the backs of soaring **windwatchers***.

Part 14 brings the characters to the Temple of Naba, the ancient Fizzar temple that houses the artifact known as the Heart of Dako. They meet Flash's brother, Flare [he/him], and learn more about the history of Fizzars and the Children of the Blue Rose. The party also has to handle a corrupted Fizzar apprentice named **Mundi*** [he/him], sent from Halara by Klaythusar to steal the Heart of Dako.

In **Part 15**, the party is invited to an audience with Regent Elisa, and is offered an escort to Halara aboard a royal barge. They meet Pia [she/her], the Regent's sister and the moon priestess, who travels with the party to Halara. The journey on the barge includes a run in with **tythrans*** that ambush the boat and threaten the crew.

Part 16 finally has the party arriving in the great jungle city of Halara, a city endangered by an encroaching winter storm. Here they meet the regent, who asks them to aid her advisor, the ancient frostburned Fizzar, Natu Tutulatu. Natu explains she has lost several apprentices in the past few days, and attributes it to Klaythusar's influence. She insists the party help her retrieve ancient *lesser elemental hearts** from two Fizzar temples, to keep them from landing in Klaythusar's hands.

Part 17 centers around the Moonglow Sanctum, a secret Fizzar temple that is only visible in the light of the full moon. Inside, the party can unravel the mystery of what happened to the temple, and find a precious lesser elemental heart. Klaythusar has sent another corrupted Fizzar apprentice to the Moonglow Sanctum as well, and the party will have to deal with the havoc they've caused.

In **Part 18** the party make their way to the Temple of Braided Vines, an overgrown laboratory housing a strange secret. The Fizzar Pola Wran [he/him] found a way to merge their mind and body with the jungle, and is now eternally fused with an ever-changing maze of nature. The characters will have to deal with this cursed Fizzar in order to get access to the lesser elemental heart stored here.

The story comes to a head in **Part 19** as the party returns to Halara to deal with Klaythusar once and for all. Inside Tangkehraw, Natu and Regent Elisa debate whether or not to use the Heart of Ice to defend Halara from the storm, and the characters must use what they have learned about Fizzar technology to help make the right decision. Whether or not the Heart of Ice is used, Klaythusar appears just in time to claim his prize—using it to activate a dangerous Fizzar suit that allows him to control the Aspect of Water trapped inside the heart. The party has to deal with Klaythusar head on and decide the final fate of the Aspect of Water.

Part 20 provides several epilogues that can conclude the campaign, depending on the choices made by the characters.

RUNNING THE ADVENTURE

This adventure is a scaffolding for you and your players to build your own tale together. Adjusting it to better suit your party creates an enjoyable experience for your table. The same is true for the world of Humblewood. You can add or remove elements to make your version of Humblewood your own.

Session Zero

When setting out on a quest, a wise party comes together to make sure they've got everything they'll need. The same applies to starting to play an adventure but instead of weapons and scrolls, a group of players can pack things like safety tools, expectations, and shared backstories. The best way to do this is to have a Session Zero.

Session Zero is a time when you and your players discuss your expectations for the game you'll be playing together. This helps prevent problems and ensures that everyone has a good experience. Some questions you could discuss at a Session Zero include:

- What sort of tone do we want our game to have? Serious and gritty, lighthearted and comedic, or epic and heroic?
- When will we play? Do we have a set schedule or play when we're all free?
- What will we do if someone can't make it to a game session?
- What can players do to help the GM? Scheduling? Communication? Snacks?
- How do our characters know each other?
- What should our characters know about the world of Humblewood already?

Safety At The Table

A tabletop roleplaying game should always be a fun and welcoming experience for everyone. Clearly communicating the themes to the players at the beginning of a campaign is not a spoiler; rather, it ensures that everyone goes into a campaign with a clear understanding of the story they're about to tell together. It is important to establish and respect a clear line between what the players are comfortable with and what their characters are comfortable with. For example, if a player asks for spiders not to be included in the campaign, a GM could replace the spiders in an adventure with a different threat. However, if a player's character is afraid of spiders but the player is fine with them being in a campaign, the character's reaction to the spiders surrounding the party can be a dramatic addition to the story. When monsters interact with characters, the GM should be mindful of not attacking the player behind the character, especially with hostile creatures.

Safety Tools

Safety tools help to establish clear boundaries for how the group wants to engage with the themes in this adventure. The particular safety tools used should be discussed and agreed on prior to or during the session zero and revisited throughout a campaign.

The TTRPG Safety Toolkit

The TTRPG (Tabletop Role Playing Game) Safety Toolkit is a free resource co-curated by Kienna Shaw and Lauren Bryant-Monk. It is a compilation of safety tools designed by members of the tabletop roleplaying games community for use by players and GMs. You can find it online at bit.ly/ttrpgsafetytoolkit.

The GM and players should familiarize themselves with the TTRPG Safety Toolkit's options, and decide which tools would most benefit you as a group.

A Mapach wizard channels their power

Emory Kjelsberg

If this is your first time using safety tools, the following tools are a great starting point:

Lines and Veils: a framework for setting boundaries before the game starts
X, N, and O cards: check-in tools for use during the game
Aftercare: a way to decompress after the game

Discussing safety needs and serious content can be difficult. To help players who may be uncomfortable, the toolkit provides "The Digital RPG Consent Checklist" in its Tools and Resources section. This allows players to anonymously fill out a form detailing their needs. Setting aside time throughout the campaign to check in with each other is a great way to ensure everyone is having fun and feeling supported.

Integrating Player Characters

You can enhance your game by adjusting the adventure to focus on the player characters at relevant points. By working with players when they build their characters, you can tie their backstories into the events of the adventure or establish prior relationships between the characters and NPCs or locations. Between major sections of the adventure, you can also add plot lines that relate directly to the player characters' backstories or goals.

Adding Additional Humblewood Material

All of the new stat blocks you need to play this adventure are included in **Appendix A: Bestiary and NPCs** or the free 5e Core Rules. However, if you have access to the ***Humblewood Campaign Setting*** or ***Humblewood Tales***, you will find more stat blocks that can be used to supplement the ones in this book. If you are adding additional material based on character backstories or expanding on the adventure, these can be particularly helpful.

There is also additional character creation material in the ***Humblewood Campaign Setting*** and ***Humblewood Tales*** that you may choose to allow your players to use.

Connecting Adventure in the Wood to Heart of Ice

You can play **Heart of Ice** without first playing ***Adventure in the Wood*** from the Humblewood ***Campaign Setting***. However, if you and your players have already played through that adventure first, there are several ways to incorporate that experience into your game.

If the party is made up of the same characters and they successfully defeated the Aspect of Fire and saved the Wood, they will be known as the Heroes of Humblewood. Their fame has spread, and well-informed NPCs may recognize the party from tales, reports, or plays performed about their exploits.

The cliffhanger at the end of ***Adventure in the Wood***, which introduces the mysterious voice that coaxed Odwald into releasing the Aspect of Fire, is also linked to Klaythusar. This voice is also addressed in **Part 20** of this adventure.

Adjusting Travel

Travel times and distances are intentionally left up to the GM to allow you to adjust them to suit your style of play. As ***Heart of Ice*** sees the party venture across an entire continent, the sense of speed is a key component for how your players will feel.

To play a more relaxed game with a strong sense of heroism, you can take a cinematic approach. Rather than tracking the time, distance, and resources, allow events to unfold as a series of scenes. Travel between encounters can be described in a few words rather than needing to play out every day's events. Travel can also provide downtime for the player characters to pursue their interests.

In contrast, to play a more tense and gritty game, have your players track their resources carefully. Decide on a scale for your version of the world of Humblewood and track the party's travel accordingly. A larger scale will make the travel feel more arduous, while a smaller scale will make movement feel more achievable.

To make the travel feel impactful while keeping your players engaged, consider using the following techniques:

- **Campfire Tales.** Introduce a scene during a rest while the party is traveling. Ask each of them to tell a short story about something their character experienced in their backstory.
- **Random Encounters.** Use the random encounter tables in **Appendix D: Random Encounters** to break up long periods of travel. Picking from the tables can be particularly useful if your party hasn't had a combat or social encounter recently and you want to have a good balance between these in your session.
- **Travel Check.** Have the party make a group Wisdom (Survival) check and set a DC based on how difficult the terrain they are traveling through is. If they succeed on the check, give the party a small bonus, such as arriving at their destination early, meeting a helpful merchant, or discovering some treasure. If they fail, impose a small penalty, such as a level of exhaustion, the loss of a resource such as rations, or arriving at their destination later than they had planned.
- **Travel Montage.** Ask each player to describe something that happens or something they see on a leg of the journey. Incorporate these details as you wish or use them to create encounters.

Adjusting Urgency

At various points in the adventure, you can adjust the tension by changing how urgent it is that the party deals with the next challenge. Some players enjoy a fast paced game where the stakes are high and the party rushes from encounter to encounter. Others prefer a slower paced game that gives them time to explore the environments and settlements they find themselves in. For example, when the party reaches the city of Halara, you may want to allow your players to get involved in local plots, politics, or schemes in between venturing into the jungle to find Fizzar sites. Such initiatives should generally be

rewarded, but if you need the players to focus, you can introduce a countdown to ramp up the tension again.

Find the pace that works for your table by talking with your players. You can then use the push and pull of chasing the Children of the Blue Rose and being chased by Klaythusar to allow more or less time for the party to attempt other goals alongside the ones presented in the adventure.

The Frostburned

The frostburned are victims of Klaythusar's careless and chaotic elemental power as he storms across Wesden. Though their affliction causes them to become aggressive and do anything to drain the heat of nearby living creatures, the living minds of the creatures bearing the frostburned illness are still trapped inside their frozen frames.

At the beginning of Act 2 of the adventure, the party will have already encountered some frostburned but may not yet understand the full nature of the condition or that it is reversible in the early stages before the transformation is complete. As they continue tracking Klaythusar, they will encounter more of these affected creatures. Provide additional hints to ensure the party is aware that shattering a frostburned results in death, but if a frostburned creature is reduced to 0 hit points it is instead put into a stasis of sorts.

Elemental Hearts

Throughout the adventure, the characters will encounter several *elemental hearts**, powerful magic items created by the Fizzars and capable of storing great amounts of elemental energy. The Heart of Ice is a powerful example of one of these elemental hearts, as is the Heart of Dako, hidden away in the Fizzar temple in Naba.

The party will find lesser versions of the elemental hearts on their journey that may not immediately appear useful to the characters, but will become relevant as the story progresses. Encourage the players to come up with clever ways to use the lesser elemental hearts they find, especially if there is a gadgeteer in the party.

Aspect of Water elemental heart

Risa Hulett | Wizards

Act 1

Crisis in the Crystal Expanse

Frozen secrets await

Alyse Stewart

Part 1: An Apprentice In Need

A NEW ADVENTURE

This section of the adventure begins in the frontier town of Slicer's Dive, located on the northern coast of the continent of Wesden. Before running this chapter, read the entry on Slicer's Dive in **Exploring Wesden: The Frostcaps**. The party is approached by Zaya, a junior archeologist who needs an escort over the sea to Slicer's Crash in the Crystal Expanse. She is searching for her mentor, Professor Ostri, whose expedition has gone missing. The party can cross to the Crystal Expanse aboard a submarine called the August Blue, facing dangers in the depths, before arriving at the camp of Slicer's Crash.

Adventure Hooks

How the player characters find themselves in Slicer's Dive depends on their previous adventures. Use one of these adventure hooks or create your own:

The Heroes of Humblewood Return. If the party has played through the events of the ***Humblewood Campaign Setting***, they are now seen as heroes in the eyes of the people of Alderheart, and a hero's job is never done! The party had been tasked to escort some Tenders from Alderheart to Slicer's Dive, who are planning to use the small town as a base of operations to perform cooling rituals to help calm the lingering flames in Humblewood. Once they arrive in Slicer's Dive the party's responsibilities are done, and whether the party is looking for more work or a resupply before heading home, they should find their way to the general store where they will run into Zaya.

Zaya Hrest

Glory Seekers. Parties that are starting this adventure as brand-new 5th-level characters might be arriving in Slicer's Dive looking to make a name for themselves on a larger scale. Slicer's Dive is known as a place where fortune-seeking explorers get their start, and the frequent expeditions that launch from here are often looking to hire additional protection. If the party asks around for any job opportunities, they'll be directed to the general store and its modest job board.

MEETING ZAYA

As the party approaches the general store in Slicer's Dive, read or paraphrase the following:

> **Above the door of the cramped general store hangs a weathered wooden sign that reads GRUND'S SUNDRY. Inside, every surface is jammed with wares for sale: climbing and mining gear, heavy woolen robes, and simple, hearty rations. A small board on the wall near the counter has a few jobs posted, mostly merchants looking for protection while they travel south to Alderheart or Caprabaar. A young eluran with light gray-blue fur is lurking by the board, clutching a piece of paper.**

Grund's Sundry is owned and operated by a capran named Grund [they/them], who is only interested in completing transactions quickly and with as little small talk as possible. The store is well stocked with basic supplies, but the isolated nature of Slicer's Dive means things are more costly to account for the difficulty of getting stock delivered. Characters can find anything from the standard Adventuring Gear table worth 20 gp or less at twice the listed price. The party can also sell gear to Grund for its full price rather than half of its cost.

Hello Zaya. The eluran is Zaya Hrest, a junior archeologist trying to get to a research camp in the Crystal Expanse. She is unaccompanied and unprepared to make the journey alone. Zaya is looking for adventurers who might be able to help her.

Roleplaying Zaya Hrest

Zaya [she/her] is a young moon eluran with light gray-blue fur and ice-blue eyes. Strapped to her back are dozens of rolled-up maps, rubbings, and trap diagrams from her adventures as a research assistant to her mentor.

Researching Remotely. Zaya is working remotely for her mentor, Professor Ostri, a seeta archaeologist, who is on an expedition in the Crystal Expanse to study a Fizzar temple that has begun to thaw. Professor Ostri insisted that Zaya stay in Slicer's Dive, both to keep her safe and to keep a copy of their discoveries secure in case something happens to the expedition team while they

Scott Murphy

are up north. Zaya has a book called a *resonant journal** that is magically linked to an identical book in Professor Ostri's possession, and whatever is written in one appears in the other. This arrangement is frustrating to Zaya, as she'd much rather be in the field, but she trusts her mentor's judgment and understands the importance of this expedition in furthering knowledge of the ancient Fizzars.

Lost Mentor. Zaya has become increasingly concerned about Professor Ostri, who is usually very punctual in sending her his daily reports. She has not heard from him in several days and is trying to make her way to the research camp Ostri and the rest of the team established near the temple to make sure her mentor is alright. Zaya doesn't fully trust the mercenaries that were hired to escort Ostri's team and will only be happy if she can see that Ostri is safe with her own eyes.

Zaya's Traits

Ideal. "There is nothing more important than understanding the past."
Bond. "My mentor, Professor Ostri, is like a father to me. I worry about his safety."
Flaw. "I am always willing to throw myself into certain danger to learn something new, no matter the risks."

Zaya immediately recognizes the party as a group of adventurers and knows of their deeds as the Heroes of Humblewood, if applicable (see ***Humblewood Campaign Setting: Adventure in the Wood***). She approaches them at the job board. While Zaya does not have any reward to offer, she mentions that Professor Ostri's expedition is well funded by Regent Elisa of the Tanglewilds. She believes Ostri can arrange payment of at least 500 gp if the party can help her find him.

If the party agrees to help, Zaya is overjoyed and wants to depart immediately, suggesting that they make their way to the docks, where they can find transportation across to the camp of Slicer's Crash and the Crystal Expanse beyond.

Ostri's Expedition and the Fizzars. Ostri's expedition is investigating a recently discovered temple that he believes to be a Fizzar creation that dates back to before the Shattering. Zaya is happy to share the general details of the expedition but holds back on specifics as she is nervous that treasure hunters might overhear. A character who succeeds on a DC 15 Intelligence (History) check recalls that the Shattering was an event that took place around 1,600 years ago in which the Crystal Expanse broke off from the rest of Wesden and was transformed into its current ice-covered state. If a character gets a result of 20 or more on this check, they also recall that the Fizzars were a powerful faction in a civilization that flourished around 2,000 years ago, but there is little evidence of their presence after the Shattering. They also know that legends of the Fizzars refer to them as demon-wizards.

Preparations and Departure. Zaya encourages the party to stock up on travel equipment and rations for at least a week. Once they are ready, she leads them down to the docks. As the party approaches the docks, read or paraphrase the following:

> **The ramshackle docks are secured to the shore by frayed rope and rusty chains. They float on large barrels above the ice-cold waters. Dinghies and small boats are being loaded and unloaded, and the docks creak and sway under the weight of crates filled with research equipment and survival supplies. Only one vehicle appears available for travel: an unusual vessel shaped like a swimming duck. A raptor in leather overalls tinkers with its brass frame.**

The unusual vessel is a submarine called the August Blue, the pride and joy of its creator and captain, a maran raptor named Hesper Follyfeather [she/her]. She provides trips across water to the dilapidated Slicer's Crash camp for a modest fee. Submarines are an unusual technology in Everden, and a character who succeeds on a DC 13 Intelligence (History) check recalls that the towns of Slicer's Dive and Slicer's Crash are named after the disastrous maiden voyage of the first submarine ever built. Hesper was the inventor Slicer's apprentice and a true believer in the potential of submarine transport despite its setbacks.

Hesper is cheerful and friendly, in stark contrast to many of the folk passing through Slicer's Dive. She greets the party excitedly and offers them passage. The trip to Slicer's Crash costs 2 gp per passenger, and the August Blue can hold up to eight passengers comfortably. Before loading the party on board, Hesper offers to transport them for free if they are willing to test out some new diving suits she is developing for salvage and rescue missions. Whether the party decides to pay or offers to test the new gadgets, Hesper helps load them and their gear into the August Blue and prepares for launch.

BENEATH THE WAVES

When the party boards the August Blue for the first time, read or paraphrase the following:

> **A curved door swings open to reveal the surprisingly spacious interior of the August Blue submarine. Long padded benches run along each side of the main cabin. Blue light filters in through porthole windows with thick glass. At the front, the vessel narrows to a slender hallway, which leads to the complex series of levers that steer the submarine. To the rear, a rumbling engine can be heard, hidden behind two well-worn curtains. Hesper is rushing about, checking valves and tightening bolts. Hanging from a central metal girder are several strange suits with round, glass helmets.**

The August Blue is 40 feet long and 20 feet wide at its widest point. Its engine powers two paddle wheels at the rear to propel it forward, and wing-like flaps at either side provide steering. Once everyone is boarded and seated, Hesper explains that the strange suits are new diving suits that she would like to test on the trip—special gear that lets people move and breathe easily while underwater. She gives the party

a quick lesson on how to get into the suits, then heads to the front of the vessel to begin the dive.

The engine begins to rumble, and the August Blue begins to sink beneath the waves. Out the windows, the cold, crisp water is teeming with life: hearty arctic seaweed, plump pike, and other aquatic creatures dart out of the way of the submarine. Despite its size and the noisy engine, the August Blue moves smoothly through the water.

After about an hour of travel, the light outside the portholes dims as the submarine passes through a cloud of rocky debris suspended in the water. With a jolt, there is the sound of scraping metal, and the vessel comes to a sudden stop. Any character who succeeds on a DC 14 Wisdom (Perception) check can see through the portholes that the duck-head bow of the August Blue is firmly wedged in a large outcropping of porous, volcanic rock. Hesper is surprisingly cheerful about the incident, excited for a truly practical test of her diving suits. She asks the party to put on the suits and venture outside to dislodge the August Blue from the rock. Eager to make haste, Zaya encourages the party to help. Zaya stays inside the submarine to operate the hand pump that supplies the suits with air.

It takes each character who agrees to try out the suits 1 minute to don one, after which they can exit, one by one, through a simple airlock in the side of the August Blue.

If the party refuses to help, Hesper dons one of the suits and asks the party to push a lever to propel the submarine forward at her signal.

DIVING SUITS

The diving suits are connected to the August Blue by long, flexible, air-tight tubes that provide air.

While wearing a diving suit, a character gains the following benefits:

- Upon donning the suit, a character gains 20 temporary hit points, representing the protections provided by the suit. When these temporary hit points are gone, the diving suit is damaged and no longer provides any other benefits. A damaged suit also no longer provides breathable air, and the character begins holding their breath as normal.
- The character has resistance to cold damage.
- The character gains a swim speed equal to their movement speed.
- The character can cast spells with verbal components underwater.

The August Blue Rescue

As soon as all the characters have left the August Blue, have them roll initiative.

Difficult Communication. The diving suits allow Hesper to communicate with the characters and vice versa, but the divers can't communicate directly with each other. If a character wants to say something to another diver, their message arrives a full round later, as Hesper has to relay the message. They can also communicate with each other with gestures or with spells such as message.

Clearing The Rock. The first 25 feet of the August Blue are pinned by the rock. To free the submarine, the party must clear 15 feet of rock from each side of the vessel or 20 feet from a single side. Every five feet of rock has 10 hit points, an AC 18, resistance to nonmagical piercing and slashing damage, and immunity to poison and psychic damage.

Damaging the August Blue. If the party is careless with their attacks or the vessel is attacked directly, it could become inoperable. The August Blue has an AC 12, 100 hit points, and a damage threshold of 10. If reduced to 0 hit points, it can no longer move or remain airtight. The vessel can be salvaged but requires another boat of moderate size to drag its frame back to shore, along with weeks of repairs by Hesper. Anyone on board has time to get out of the August Blue before it fills with water completely, but they have to tread water or cling to any debris until rescue arrives.

Frigid Water. The water surrounding the August Blue is frigid, and any character submerged in it must succeed on a DC 12 Constitution saving throw at the start of each of their turns or take 4 (1d8) cold damage. Characters wearing a functional diving suit automatically succeed on this saving throw.

Ice Squid Slapdown. At the start of the second round when the characters are underwater, read or paraphrase the following:

The ground below you rumbles as half a dozen semi-translucent tentacles burst out from under the rock, pinning the submarine. They move in unison to strike, clearly the coordinated limbs of a much larger creature hidden below the volcanic stone.

The crash and subsequent disturbing of the rock have awakened an enormous ice squid from its slumber. The full body of the creature is hidden away from view, but six **ice squid tentacles*** emerge from under the rock, three on each side of the submarine. The tentacles act on initiative count 20, starting this round.

Ice Squid's Motivations. The ice squid is enraged by the disruption of the rock that shields the entrance to its lair. Its tentacles start by focusing their attacks on anyone interacting with the rocks. When at least 15 feet of the rock is destroyed, the tentacles start attacking the submarine, trying to dislodge it. Attacking the tentacles is dangerous, as the explosion of ice caused when they are destroyed could damage the submarine. The party may find other ways to deal with the ice squid as well, such as attempting to calm it down. Any attempt at audible communication with the squid must contend with the fact that its head rests 60 feet below the rock, and it can't hear through its tentacles.

Hesper's Retreat. If the party did not volunteer to free the August Blue and Hesper went instead, she retreats to the submarine as soon as the tentacles emerge. It is not possible to target the tentacles with weapon attacks or spells that require a verbal component from inside the submarine.

Resolution

As soon as the August Blue is free from the rock, Hesper calls everyone back to the airlock. Once they are outside the airlock, a character must use an action to pull themselves safely inside the vessel. The tentacles continue attacking the ship and the characters until all the characters are inside and the August Blue departs, after which they withdraw back into the squid's rocky lair. Hesper pilots the August Blue away from the ice squid. Although she is shaken by the encounter, she is pleased that her diving suits were more effective than she had anticipated, especially given the last versions leaked.

ARRIVING IN SLICER'S CRASH

The rest of the journey goes by smoothly, though if the August Blue took any damage from the tentacles, Hesper asks the characters if they can help with some minor repairs that can be done from inside the vessel.

Slicer's Crash has no docks. Instead, the August Blue draws up on a dark pebbled beach just below the camp. A few other boats are moored alongside, already beginning to freeze in place.

Once the August Blue arrives safely at Slicer's Crash, read or paraphrase the following:

> **Several sturdy tents are set up just up the hill from the beach, each one housing a vehicle that resembles a sled crossed with a boat with a triangular red sail attached to a mast. Beside them, a rough sign, hammered into the ice, says: "Skimmer Rentals." A trio of eager sable lumas with easels and art supplies strapped to their packs is negotiating with the bundled-up pronghorn cervan managing the rentals. In stark contrast, two haggard stout strig arrive, returning their skimmers to the tents. Wrapped in a large sheet of canvas is their haul, a massive glacier salmon, fished from the freezing cold depths.**

Slicer's Crash is barely a campsite, meant only as a brief stop before heading back to Slicer's Dive or heading further north. Zaya estimates the trip from Slicer's Crash to the research camp is two days on foot, but traveling by skimmer can cut the length of the trip down to just one day. The party has some time to talk to the folk here, but Zaya insists they don't linger too long.

Skimmer Rentals. The skimmers are managed by Amberis [they/them], a towering cervan wrapped in multiple layers of warm furs and scarves. They are sociable and keep a cauldron of water boiling for nutcoffee and gloweed tea. Each skimmer requires one person to pilot it and can seat two Medium sized creatures as passengers, along with all their gear. Each skimmer costs 30 gp, which includes a 10 gp deposit, for a two-week rental. Amberis gives back the deposit for each skimmer returned in working condition. Amberis is not a pushy salesperson, but they do their best to convince anyone they see departing on foot to rent skimmers instead.

Gathering Information

Though Slicer's Crash is small, there are opportunities here to gather information before the next stage of the journey to the Fizzar temple.

Gulma's Goods. If the party lost any gear or didn't purchase it at Slicer's Dive, they can buy equipment from Gulma the Goldfang [she/her]. This grinning brightfang mustel runs the only store in the camp out of her packed tent. Her prices are four times those found on the standard Adventuring Gear table. Most of her goods are salvaged from failed expeditions. Gulma is expecting to send out a party to collect equipment from Professor Ostri's expedition in the next few days as she doesn't think the adventurers he hired, a crew called the Children of the Blue Rose, have the skills to bring the archaeologist back safely.

The Fortune Seekers' Social Club. If the party needs to rest after their encounter with the ice squid, they can find lodgings and entertainment at the Fortune Seekers' Social Club. This wooden hut is the headquarters of the Crystal Expanse chapter of the Wesden Explorers' Association, a loose association of explorers, mercenaries, and travelers. The party can sleep on the floor of the hut for free if they entertain the members of the club with a story of their exploits.

The Three Painters. The sable lumas renting skimmers are artists from Alderheart, traveling north to paint the beautiful auroras the Crystal Expanse is known for. Mayza [she/her] is the most excited to head out, but her companions Tes [he/him] and Fleur [she/her] have concerns about their safety now that they see the vast icy wilderness for themselves. If the party speaks to the artists and convinces them they are capable adventurers, Mayza offers the characters 50 gp each to provide an escort to where they plan to camp and paint. Mayza's planned campsite is only about an hour away from Slicer's Crash and is on the way to the archeologists' research camp. The artists believe that the blue crystal spires that jut out across the Crystal Expanse have some connection with the auroras, which ebb and flow like waves in the sky at night.

The Fisherfolk. The two white-feathered strigs returning skimmers are exhausted from their recent excursion and are not eager to make small talk while they load up their catch to return to Slicer's Dive. However, they give a warning to any character who succeeds on a DC 14 Charisma (Persuasion) check. The elder of the two, Dobber [he/him], says that they saw several broken spots in the great ice lake to the north of camp where it was clear something large had burst through. A character familiar with the Crystal Expanse who succeeds on a DC 16 Intelligence (Nature) connects the smashed ice with a giant creature known as a **maulrus***. If the character beats this check by 5 or more, they also recall that maulrus only smash the ice in this way when threatened or angered.

Where to Next?

Once the party has finished in Slicer's Crash and secured their transportation, they are ready to start their trip across Endridge in **Part 2**.

Part 2: Expedition into the Expanse

In this chapter, the party ventures out into the icy wilds of the Crystal Expanse with Zaya, hoping to reach the Temple of Rime and Reason that her mentor Ostri was investigating. On the way, they are attacked by an angry **maulrus*** whose pup has gone missing. The maulrus pup is at the research camp, along with one of the Children of the Blue Rose, Ahri Snaphorn [they/them]. There are clues about the archaeologist's whereabouts at the camp.

CROSSING ENDRIDGE

The winds that whip across the frozen landscape of the Crystal Expanse are harsh but are also the key to traveling the wastes swiftly. Each skimmer needs one character to act as its pilot, while Zaya acts as guide for the whole group, using a map in her journal.

Conditions in the Crystal Expanse

Outside of settlements, the Crystal Expanse has the following features, unless otherwise noted:

Variable Daylight. Depending on the time of year you choose to set your game, the amount of daylight changes drastically. In spring and fall, day and night last roughly 12 hours each. In the summer, daylight lasts for 22 hours. In the winter, nighttime lasts for 22 hours.

Travel in the Day. Sunlight shining on the snow and ice can cause snow blindness. When the party travels during the day, they must each make a DC 12 Constitution saving throw. On a failed save, a creature becomes blinded for 1d6 hours. Creatures with suitable gear, such as snow goggles, make these saving throws with advantage.

Travel at Night. The night sky over the Crystal Expanse is lit with extraordinary auroras that swirl in a beguiling dance of purples, greens and blues. When the party travels at night, they must each make a DC 12 Wisdom saving throw. On a failed save, a creature becomes charmed by the auroras. While charmed in this way, a creature makes skill checks at disadvantage as their attention is drawn upward and they gaze into the swirling lights. A charmed creature is affected by the auroras until the auroras vanish in the morning light or another creature casts the lesser *restoration spell* on them.

Extreme Cold. The freezing temperatures in the Crystal Expanse challenge both body and mind. Characters can't take a long rest unless they have suitable shelter, such as a sturdy tent designed to withstand the cold. For every 24 hours the party goes without a long rest, they must each make a DC 16 Constitution saving throw. On a failed save, a character suffers one level of exhaustion.

TRIP ACROSS THE ICE

One party member must make a Wisdom (Survival), Dexterity (Sleight of Hand) check or a Dexterity check using proficiency with land vehicles to determine how long this journey takes and how well they steer the skimmer. Consult the **Frozen Waste Trek** table for the result. The Crystal Expanse random encounter table is found in **Appendix D**. All random encounters occur before the encounter with the **maulrus***.

Frozen Waste Trek

DC	Journey Time and Events
20+	12 hours. The winds are cooperative and the skimmers move at a steady speed. The crisp, fresh air invigorates everyone and grants each character 10 temporary hit points when they arrive at the camp.
15–19	1 day. The route goes through a large outcropping of ice shards that make for difficult obstacles to navigate safely. Each character must succeed on a DC 15 Dexterity saving throw or take 7 (2d6) bludgeoning damage as their skimmers slam into the shards.
10–14	A day and a half. Roll on the Crystal Expanse random encounter table once.
0–9	2 Days. The journey is incredibly difficult and strong winds throw the skimmers far off course. Roll on the Crystal Expanse random encounter table twice and use the highest result. Additionally, anyone who has been steering a skimmer must make a DC 14 Dexterity (Sleight of Hand) check or a Dexterity check using proficiency with land vehicles or their skimmer arrives at camp needing substantial repairs before it can be used again.

Maulrus Attack

About midway across Endridge is a large frozen lake, its name lost to time. Halfway across the frozen lake, read or paraphrase the following:

> **The sound of a thunderous crack echoes behind you, causing the ice beneath your skimmers to shudder. From beneath the ice, an enormous creature with terrifying tusks bursts through the frozen lake, its prominent forehead breaking up through the thick ice with ease. The enraged creature bellows and proceeds to charge on its flippers across the ice in your direction.**

The enraged creature is a **maulrus***. Its pup has gone missing, sending the parent into a frenzied state. When it bursts out of the ice, it is 80 feet behind the skimmers and starts barreling toward the party, believing they have done something to its child.

Facing the wrath of an enraged maulrus

Vinod Rams

Escaping the Maulrus. The maulrus is a formidable foe. It will be difficult for the party to defeat it in combat, but it is possible for them to flee. The skimmers move 40 feet per round, and the edge of the frozen lake is 300 feet away. The maulrus focuses on smashing through the ice near the skimmers, attempting to pull them underwater. When the maulrus has lost 50 or more hit points, or the party reaches the edge of the lake, the maulrus gives up the chase and dives back beneath the water.

LOSING THE SKIMMERS

It is possible for the skimmers to take collateral damage or be targeted directly during encounters. Each skimmer has an AC 15, 30 hit points, immunity to psychic and poison damage, and a damage threshold of 5. Any creatures on a skimmer when it is reduced to 0 hit points must succeed on a DC 15 Dexterity saving throw or take 9 (2d8) bludgeoning and be knocked prone as they are flung from the wreck. A wrecked skimmer can be dragged by two characters moving at half their normal speed, but several days of repairs are required to bring a damaged skimmer back to functionality.

When the party reaches the edge of the lake, read or paraphrase the following:

> **Just beyond the edge of the frozen lake is a labyrinth of ice shards jutting out of the snow like monstrous fangs of a many-toothed beast. The path forward is a series of narrow routes through the spikes of ice. In the distance, a dark shape looms like a mountain. Its regular lines and dim blue lights hint at a massive structure partially frozen in a glacier.**

Any character who succeeds on a DC 16 Wisdom (Perception) check immediately spots the peaks of the archaeologists' tents amongst the jagged forest of ice shards jutting up from the ground. Otherwise, finding the camp through the maze of ice requires a successful DC 14 Wisdom (Survival) check to navigate there. Failing this check causes the party to be delayed, and they arrive at the camp after nightfall and are forced to investigate in the dark.

The 'mountain' visible in the distance is actually the thawing Fizzar Temple of Rime and Reason that Ostri's expedition came to investigate.

OSTRI'S RESEARCH CAMP

When the party reaches the camp, read or paraphrase the following:

> **The only sound you hear is the crunching of snow and ice coming from behind one of the three tents. A burly capran with a gold blade welded onto the end of their broken horn shovels snow away from several skimmers.**

The capran is Ahri Snaphorn [they/them], a member of the Children of the Blue Rose. They use the **gladiator** stat block and are the muscle of the group. Ahri prefers to express themselves through actions rather than words. They are deeply loyal to their leader, Flash. Ahri was left behind at camp to keep it clear of ice and snow. Ahri expected the others back by now but continues to follow the orders Flash gave them. They are not aware of the maulrus pup that has broken into the **Research Tent**.

Any character with a passive Perception of 14 or higher hears the sound of shuffling movement coming from the research tent.

Christina Bindon

The Sleeping Tents

There are three tents set up here, two as sleeping quarters for the archaeologists and their mercenary escorts and a larger central research tent for meals and coordinating the expedition. Four skimmers are secured to posts nearby. Any character who makes a successful DC 14 Intelligence (Investigation or Nature) check identifies that only Ahri has been looking after the camp for the last two or three days based on the fact that one of the sleeping tents and several supply barrels are covered with a dusting of snow that suggests they haven't been recently touched.

Both the sleeping tents have a similar layout, each with simple cots and a central portable wooden stove to keep it warm. The stove in the archaeologists' tent has been cold for a few days, and there is evidence that essential gear and supplies were packed up not that long ago.

The Archaeologists' Tent

Eight cots are neatly arranged inside this tent, each with its bed made and any personal items carefully organized on top of the blankets.

The archaeologists keep a tidy living quarters and it appears undisturbed. Zaya can easily identify Ostri's bed by the large pile of books on the history of Fizzar technology stacked on the floor beside his cot.

The Mercenaries' Tent

Empty bottles are strewn about the floor of this tent, with the four cots unmade and in disarray. A small crate in the center has an abandoned game of cards set up on it. Stabbed into the top of the crate is a hunting knife. Etched into the crate is a running tally of the games' scores and the initials of the current player in the lead: F.F.

The folk who have been staying here have left a mess in their living space. The initials etched into the crate are those of Flash Firewing, the leader of the Children of the Blue Rose.

The Research Tent

The walls of the research tent are lined with various crates and barrels filled with supplies, and a large makeshift table sits in the center of it all. The table is piled high with maps and books. In a darkened corner, a large, lumbering creature is digging through an open barrel.

The shuffling sound the party might have heard when they arrived comes from a maulrus pup that has wandered away from its mother. Even though the pup is still young, its size is already intimidating. It reached the camp after the archaeologists and mercenaries left for the temple. Now, it is scrounging through the research tent for food. The maulrus pup uses the statistics of a **brown bear** with its claw attack replaced with the following attack:

- **Tail Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

The maulrus pup has not met any humanoids before. It is curious rather than afraid but will defend itself if threatened. A successful DC 15 Wisdom (Animal Handling) is required to guide or lure the pup out of the tent. Once outside, it bellows into the night air, and any character with a passive Perception of 12 or higher hears a distant bellow in response coming from the frozen lake to the south. The pup slides off along the ice toward its parent's call.

HARMING THE MAULRUS PUP

If the party harms or kills the maulrus pup and later returns to the frozen lake in Endridge, the maulrus parent who lives there can smell that they are responsible. The maulrus will stop at nothing to avenge its pup, fighting the characters to the death while they remain on the ice.

The Expedition's Whereabouts

The large table in the research tent is covered with notes, maps, and parchment detailing what the archaeologists know about the temple they are investigating. A close look through the papers uncovers the following information:

- The archaeologists were aware of an incoming storm and wanted to head to the temple site a few days ahead of their original schedule.
- The storm is expected to arrive sometime this evening.
- The research site is six hours away from the camp on foot.
- The archaeologists were planning to spend two nights at the temple site to avoid the bad weather and gather as much information as they could.
- The site's name roughly translates to the "Temple of Rime and Reason" from the old Eluran.

Additionally, Zaya discovers Ostri's *resonant journal**, which the old professor has left behind. While this explains the lack of communication from her mentor, Zaya will not be satisfied until she sees Ostri alive with her own eyes. Zaya asks the party to hold onto the journal until they find the Professor.

LEAVING THE RESEARCH CAMP

Zaya does not want to wait to head to the temple and urges the party to leave immediately to beat the storm. If needed, the party can find enough hooded lanterns for each character and eight days' worth of rations. Any character that succeeds on a DC 15 Intelligence (Nature) or Wisdom (Survival) check estimates that if they leave within the next hour the storm should arrive after they get to the Temple of Rime and Reason (**Part 3**). It is not possible to take the skimmers to the temple as a field of jagged ice lies between the camp and the temple.

Part 3: The Temple of Rime and Reason

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In this chapter, the characters explore the Temple of Rime and Reason, the ancient Fizzar laboratory that was at the center of the Shattering that froze the Crystal Wastes. Within, the archaeologists and the Children of the Blue Rose are avoiding traps and fighting for their lives against monsters including **slushy slimes*** and the **frostburned***. At the end of this chapter, **Klaythusar***, the ancient Fizzar whose hubris caused the calamity, thaws out of the ice prison that has had him trapped for 1,600 years. The encounter with Klaythusar is not a battle meant to be won by the characters, but instead sets him up as the main antagonist for this adventure. Klaythusar becomes a recurring villain, and the party will eventually face him in the final battle in **Part 19**.

BEHOLD, A FROZEN TEMPLE OF FOLLY!

As the party approaches the Temple of Rime and Reason for the first time, read or paraphrase the following:

> **Rising from the snow is a mountain of ice, glistening under the auroras winding in the sky above. The sounds of ice cracking and settling ring out in the cold air. Beneath the ice are the faintly visible stones of an enormous building trapped within this frozen tomb. Enough of the ice has thawed to reveal an entrance. The last of the ice has been chipped away from the great metal door inscribed with figures that stands ajar.**

Religion and History. A successful DC 14 Intelligence (Religion) check reveals that the figures inscribed on the door are two Amaranthine as they were depicted over a millennia ago: Gesme the Brilliant, patron of innovation in her form as a panther with a flaming tongue, and Eresutha the Hidden, patron of mysteries in her form as a snow leopard holding the moon in her paws. The character also knows that these depictions are most common in the Tanglewilds, a jungle region in the far south of Wesden. A character who succeeds on a successful DC 18 Intelligence (History) check knows that the Fizzars were arcane scientists who saw their works as a form of worship of the Amaranthines by investigating the world they maintained and created. **Zaya*** can assist with these checks.

Thawing Temple. Despite the cold, the mountain of ice containing the temple is slowly thawing. This is due to the recent emergence of the Aspect of Fire in Humblewood and the destruction of a powerful elemental ice magic item called the Borealus used to banish the aspect (see *Humblewood Campaign Setting: Adventure in the Wood* for more details). It offset the balance of nature in Everden just enough to begin a thaw here. A character who succeeds on a DC 12 Wisdom (Perception) check notes the slow but steady sound of water dripping from the melting ice.

AREAS OF THE TEMPLE

The following areas correspond to labels on the **Figure A: Map of the Temple of Rime and Reason**.

KLAYTHUSAR'S WHISPERS

Throughout their exploration of the Temple of Rime and Reason, the party is plagued with strange, psychic whispers from Klaythusar, as he continues to thaw in the central chamber. These whispers appear to have no discernible origin, but they do get louder and less garbled as the characters get closer to Klaythusar. His whispers are scrambled thoughts of conquest and revenge, incoherent and angry.

A1. The Entryway

> **Beyond the door of the temple, you find an antechamber. Some snow has blown inside, but the floors and walls are dark stone. An elderly seeta with a hefty beak huddles in a corner, clutching his bag to his chest with one wing. His other wing is tied up in a makeshift sling. Standing at an archway and scrutinizing the next chamber is a dashingly dressed sylph and an arma hedge carrying a large drum on his armored back. The sylph turns to greet you, a look of relief on his thin-beaked face.**

The elderly seeta is Professor Ostri [he/him] (**archaeologist***), whose terrified face turns to joy when he sees Zaya amongst the party members. Professor Ostri has three levels of exhaustion and a broken wing. He resembles a toucan with a very large green and orange beak.

Professor Ostri

Andrea Sipl

Standing near the archway in hushed conversation are **Flash Firewing*** [he/him], leader of the Children of the Blue Rose, and Hornfel of Topaz [he/him], Flash's bard companion. Hornfel resembles a nine-banded armadillo and has a cheerful and relaxed disposition despite the difficult situation they all are in. Hornfel uses the statistics of a **mage** with the following alterations:

- His AC is 17
- He has a +6 bonus to all Charisma checks
- He has the following spells prepared:
  - Cantrips (at will): *light, mage hand, message, vicious mockery*
  - 1st level (4 slots): *charm person, disguise self, hideous laughter*
  - 2nd level (3 slots): *hold person suggestion*
  - 3rd level (3 slots): *counterspell, fear, nondetection*
  - 4th level (3 slots): *dimension door, greater invisibility*
  - 5th level (1 slot): *mislead*

Roleplaying Flash Firewing

Flash [he/him] is a brilliantly colored sylph rogue and charismatic leader of the treasure-hunting mercenaries known as the Children of the Blue Rose. He is charming and debonair, making him incredibly difficult to dislike—even when he's lying to your face.

Following in Legendary Footsteps. Growing up in the Tanglewilds, Flash became enamored by stories of adventuring, striving someday to become an adventurer himself. He was specifically a fan of the infamous Nadia Dar [she/her], an eluran explorer and scoundrel who led the Companions of the Blue Rose, which inspired the name of Flash's crew.

Selfish but not Bloodthirsty. Flash is an opportunist but not a killer. He has no interest in harming innocent folk and will avoid it if at all possible. Even when offered the opportunity to dispatch rivals, Flash prefers to tie them up in embarrassing positions rather than hurt them. Though he sees himself as a hero, Flash leaves a trail of broken hearts and soured friendships in his wake.

Luzos Orders. While the archaeologists believe they are the Children of the Blue Rose's employers, Flash and his mercenary band have secretly been hired by Regent Elisa, the leader of the Luzos Regency, to accompany the archaeologists to the temple and retrieve the "source of power" that she believes to be inside. The power source is the Heart of Ice*, the most powerful elemental heart ever made. Flash does not know that it contains the Aspect of Water or that its presence is keeping Klaythusar imprisoned. In exchange for a life-changing amount of money, he has been instructed to keep suspicions off the regent and to return with the artifact.

Flash's Traits

Ideal. "There is no honor in murder, I always aim to keep my blade clean."
Bond. "If my fellow scoundrels are willing to risk their lives in our endeavors, then I will do my best to keep them safe."
Flaw. "I struggle to keep friends because I will always drop them for the next big score."

While Ostri and Zaya reunite, Flash explains the situation. While exploring, the archaeologists triggered the temple's defense mechanisms. He saved Ostri, but the other nine archaeologists and the Blue Rose member Oleander are trapped inside. Flash is genuinely thrilled to see the party as he was struggling to figure out how he would rescue his companion Oleander from the temple. He is also too small to transport the much larger Professor Ostri back to camp by himself. Flash offers to guide the party back through the temple to help with the rescue.

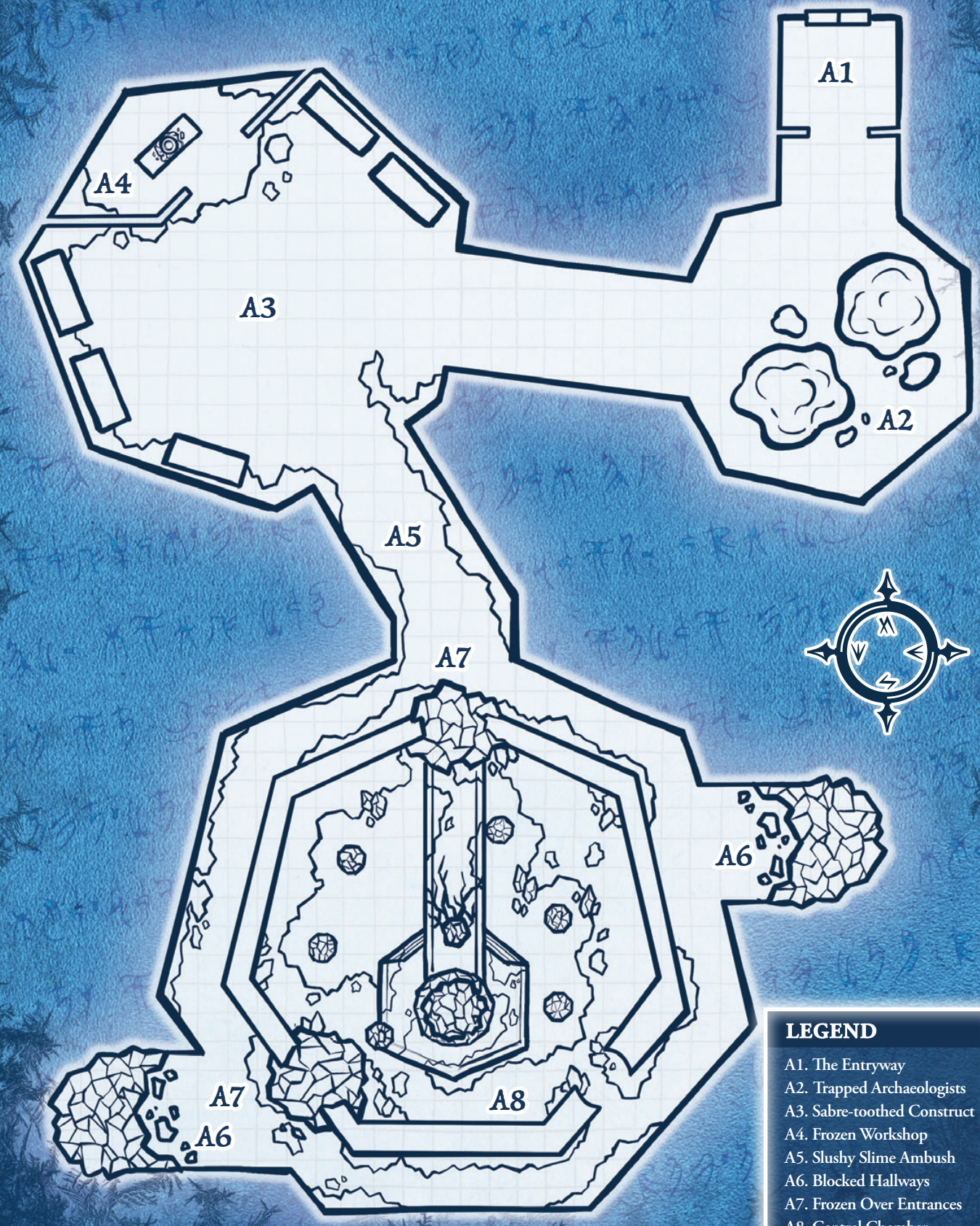
Injured Professor. Zaya wants to stay with Professor Ostri while the party helps Flash rescue the others. Ostri is in a state of shock and clutches his bag to his chest throughout this exchange. Ostri believes he has the Heart of Ice hidden in his bag. He removed the Heart of Ice from area A8 and blames himself for the temple's defenses being activated. What he does not know is that Flash has already stolen the Heart of Ice from his bag and passed it to Hornfel to take back to camp.

Beginnings of Betrayal. Although Flash and Hornfel are genuinely relieved that the party is here, they worry that they may interfere with their retrieval of the Heart of Ice. Flash instructs Hornfel to return to the camp to alert Ahri that they need their help transporting the injured. A character that succeeds on a DC 22 Wisdom (Insight) check notices that the pair is holding something back as a meaningful look passes between them.

Josiah Cameron

THE TEMPLE OF RIME AND REASON

Fig. A



LEGEND

A1. The Entryway
A2. Trapped Archaeologists
A3. Sabre-toothed Construct
A4. Frozen Workshop
A5. Slushy Slime Ambush
A6. Blocked Hallways
A7. Frozen Over Entrances
A8. Central Chamber

Nine Simpson

A2. Trapped Archaeologists

Two black beaks poke out two thick piles of mucky sludge. One croaks out, "Help," while the other seems to struggle to breathe. A few drops of icy sludge splash down from a chute in the ceiling.

When the defenses of the temple were set off, the two **archaeologists*** in this room became stuck in icy sludge that flooded in from above when they tripped a trap. Both archaeologists are crow-like corvums, named Furn [she/her] and Krazak [he/him]. The archaeologists have three levels of exhaustion from struggling against the sludge.

The heaps of sludge trapping the archaeologists have 15 hit points, an AC 13, 15 hit points and immunity to poison and psychic damage. Additionally, any creature that makes a successful melee attack against the sludge must succeed on a DC 13 Constitution saving throw or take 7 (2d6) cold damage.

Once they are rescued, the archaeologists join Zaya and Ostri in area A1.

A3. Sabre-toothed Construct

A hollow growl echoes through this chamber, emanating from a large mechanical cat made from stone. Long, sharp fangs extend from its mouth, and a blue light glows in its chest. It has someone cornered in a small room.

The mechanical cat was built by Klaythusar as one of the temple's defenses. The blue glow in its chest comes from a *lesser elemental heart**. It has cornered Spinch Thistlebrush [they/them], a spiny hedge **archaeologist*** who has curled into a ball in fear, and Oleander the Winterblossom [she/her], a druid and member of the Children of the Blue Rose. Oleander is a longdance mustel with snow-white fur resembling an ermine. She carries a staff that magically blooms with a blue rose. She has been holding back the construct with the *entangle* spell, but it breaks free as the party arrives.

The sabre-toothed construct in this area uses the statistics of the **Fizzar construct*** with the following alterations:

- It has 100 hit points
- It does not have the Indestructible trait
- It can make two melee attacks when it takes the attack action, and has the following additional action:
- **Chilling Bite.** *Melee Weapon Attack:* +4 to attack, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage and 4 (1d8) cold damage

When the construct is reduced to 0 hit points it explodes, and every creature within 10 feet of it must succeed on a DC 15 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. The explosion echoes through the temple, shaking ice and dust off every surface and destroying the lesser elemental heart powering the construct.

Once the construct has been defeated, Spinch and Oleander join their fellows in area A1. Wanting to seem heroic, Flash continues onward with the rest of the party.

A4. Frozen Workshop

On the stone table in the center of this room is a dismantled artifact, frozen to the tabletop under a thin layer of ice. Carefully arranged tools are aligned on either side of the various gears, etched copper plates, and arcane blueprints.

The artifact on the table is a Fizzar gadget that was being built when the temple froze. The parts have no value, but a character who succeeds on a DC 20 Intelligence (Arcana) check can ascertain that the device being built was designed to store elemental energy.

Treasure

If the ice on the table is melted carefully with an effect such as the *fire bolt* cantrip or similar source of heat, the characters can find two sets of tinker's tools and an *elemental gem* (*blue sapphire*). The tinker's tools are of ancient Fizzar make and can be sold for twice the normal price of a set of tinker's tools.

A5. Slushy Slime Ambush

Melting ice drips from the ceiling in this hallway as it thaws.

The commotion in A3 has stirred eight **slushy slimes*** that drop down from the ceiling as soon as the party enters this hallway. Any character that does not succeed on a DC 19 Wisdom (Perception) check is surprised during the first round of combat.

A6. Blocked Hallways

Thick, frosted ice blocks these passageways. The halls beyond the ice are cloaked in frigid darkness.

These hallways lead to other parts of the temple, but are completely impassable. It would take days worth of effort to thaw and dig through the ice that blocks them.

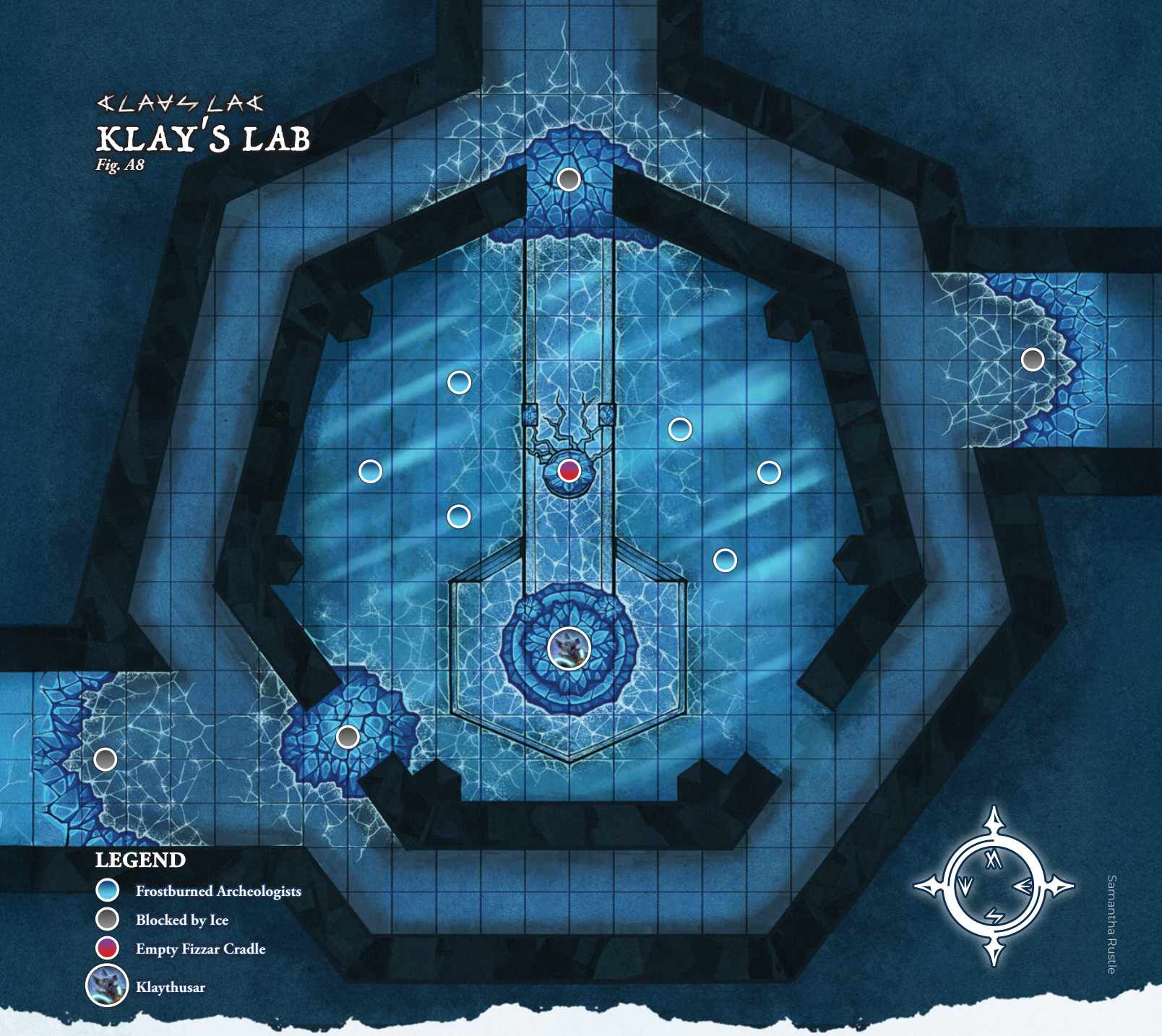
A7. Frozen Over Entrances

These doors to the central chamber are still frozen over, completely obscuring the contents of the chamber. The only way to get into the central chamber is through the southeast doorway.

KLAY'S LAB

KLAY'S LAB

Fig. A8



Samantha Rustle

A8. Central Chamber

This immense room creaks and groans with the sounds of thawing ice. In the center of the room is a large block of ice. Inside, the silhouette of a thin eluran figure frozen on a throne is just visible. Around the room six archaeologists bearing research gear are frozen in place, a look of fear locked on their faces.

The figure trapped in the block of ice is **Klaythusar*** [he/him], the eluran Fizzar whose entrapment of the Aspect of Water in the *Heart of Ice** caused the temple to freeze and the Crystal Expanse to transform into the ice-covered wilderness it is today. Along with the melting caused by the Aspect of Fire in Humblewood (see ***Humblewood Campaign Setting:*** ***Adventure in the Wood***), the heat from the archaeologists and their torches over the past few days has caused the temperature to rise inside the temple. The thaw rapidly sped up when Ostri removed the Heart of Ice from the central chamber. Klaythusar has almost thawed out enough to break free of the icy prison that has held him for 1,600 years. Any character who succeeds on a DC 18 Wisdom (Perception) check can see Klaythusar working to free himself from inside the block of ice and his eyes, glowing blue, staring back at them.

The Throne. Intelligence (Investigation) checks made to examine the throne that Klaythusar sits upon are made with disadvantage as it is partially obscured by ice. A creature that succeeds on a DC 17 Intelligence (Investigation) check understands that it is a control center, linked to systems in the rest of the temple by thick metal wires and pipes long since burst open by ice. From within his icy throne, Klaythusar saw Ostri

The mastermind thaws

Nataly Zhuk

take the Heart of Ice, but does not know that Flash already stole it from the professor. He is eager to retrieve it as he considers the artifact his greatest work, even though it doomed him to centuries of icy imprisonment.

A8a: The Heart Cradle. In front of Klaythusar's throne is a small pedestal topped with a custom-built cradle where the Heart of Ice was created and housed. A successful DC 20 Intelligence (Investigation) check of the cradle reveals that the ice around it was not melted but was chipped away with tools. When Professor Ostri removed the Heart of Ice he activated the temple's defenses. Flash, eager to secure the artifact that he was contracted to retrieve, rescued Ostri and, in the confusion, took the Heart of Ice from Ostri's bag.

Frostburned. The other figures in this room are the remaining members of Ostri's research team, but they have been transformed into heat-hungry **frostburned***. As soon as any creature gets within 5 feet of one of the frostburned, all six of them spring into action and attack.

Running Flash in Combat. Flash joins the fight against the frostburned. His role in the fight can either be run as a normal part of initiative, or he can engage with one of the frostburned without the GM rolling for either of their attacks, instead narrating their actions to speed up play. If using this second option, Flash emerges unscathed from this combat. If Flash dies in combat, his role in the rest of the adventure can be replaced with one of the other members of the Children of the Blue Rose.

Klaythusar Freed

Combat with the frostburned further heats up the central chamber, allowing Klaythusar to escape his imprisonment. At the beginning of the third round of combat with the frostburned, read or paraphrase the following:

> **A thunderous crack resonates from the block of ice in the middle of the chamber, large pieces falling to the ground and shattering. A frail, hairless eluran in tattered robes tumbles from his throne. His eyes are flickering blue lights, floating in deep sockets. Looking around, he slowly stands, unfolding to his full height. His voice is rough and marked by an ancient accent, "It appears not even the strongest elemental forces in all of Everden could hold me forever. Let me see how far my world has fallen without Klaythusar to guide it."**

Klaythusar closes his bony paw into a fist, and all the ice in the room shatters and swirls around him, forming a protective barrier of a living storm and keeping his undead body from falling to pieces. This barrier gives Klaythusar an AC 20, 50 temporary hit points, and causes attacks to be made at him with disadvantage. All other creatures in the central chamber when the ice shatters, must make a DC 15 Constitution saving throw, taking 10 (3d6) cold damage and being knocked prone on a failure, or taking half as much damage and not being knocked prone on a success.

The destruction of the ice opens the other exits from the central chamber (A7) as Klaythusar makes a violent departure through the northern door, using his actions to Dash toward the entryway (A1). He ignores any attacks by the party, considering them beneath him.

Fleeing the Temple

> **A rumble shudders through the walls of the chamber, and ice and stone start to fall from the ceiling. The temple is collapsing.**

The party must flee before it collapses while pursued by any remaining frostburned. On initiative count 20 each round, all creatures still in the temple must succeed on a DC 14 Dexterity saving throw or take 7 (2d6) cold damage as falling icicles lance down from above.

When the party arrives at the entryway (A1), read or paraphrase the following:

> **Emerging from his barrier of swirling ice, the undead eluran grabs Professor Ostri by the strap of his bag, lifting the shaking professor off the ground with unexpected strength. "I saw you take something of mine. I have killed rivals for far less. But I am benevolent. You will be my guide to this new age." Zaya tugs on Ostri's coat in vain, trying to free her mentor from the ancient Fizzar's grip. Klaythusar laughs as the swirl of ice envelopes the two archaeologists, and he drags them out into the blizzard that has descended on the temple. For just a moment, you can see Zaya's panicked face looking to you for aid. Then, the three figures shoot upward into the sky, lifted by a wave of snow and ice, and are lost to view.**

CONCLUSION

Beyond the temple, the predicted blizzard rages. The party can shelter and take a short rest in what little remains of the Temple of Rime and Reason. The storm lasts for several hours before it lightens enough for Flash to suggest they make their way back to the research camp. A great evil has been unleashed upon the world of Everden, and now only the party can hope to stop Klaythusar.

Part 4: A Coldhearted Betrayal

The trip back to the researcher's camp in the storm is difficult, snow and ice whips violently in the wind and cuts at the character's faces. Each character must succeed on a DC 16 Constitution saving throw or gain one level of exhaustion from dealing with the storm.

When the party makes it back to camp, Flash suggests heading for the research tent and lighting the stove there, to ride out the worst of the storm.

FLASH MAKES HIS EXIT

The camp appears to have no sign of life, and the other Children of the Blue Rose are nowhere to be seen. Once the party is safely inside the research tent, read or paraphrase the following:

> **In the flickering light of the camp stove, Flash turns towards you brandishing a loaded hand crossbow. "It is a damned shame that anyone had to get harmed on this little adventure, it truly was not my intention. That does not change the fact that me and my crew need to get paid. They've already left with our loot, and I'll be joining them shortly. Take care of yourselves, friends!"**

Have the characters roll initiative. Flash rolls his initiative with advantage, having caught the characters off guard. On his turn, Flash pulls a small glass orb out of his pouch and crushes it in his hand, activating a teleportation spell that takes him to a secret meeting spot miles away that he co-ordinated with the other Children of the Blue Rose prior to the party arriving at the temple.

Tracking the Children of the Blue Rose

The storm has covered any tracks the Children of the Blue Rose may have left with their skimmers when they departed the camp. A character who succeeds on a DC 25 Wisdom (Survival) check while searching the area where the skimmers were stored can make out mostly buried tracks heading south, but they completely disappear into the snow after 50 feet.

SABOTAGED SKIMMERS

Ahri and Oleander were given instructions by Flash to damage all but two of the skimmers just enough that no one would easily be able to follow them. To repair a skimmer takes one hour and a successful DC 15 Dexterity (Sleight of Hand) check. A character proficient with tinker's tools or woodworking tools can make the repairs in half the time and can use their tool proficiency instead of Sleight of Hand. If the characters attempt the repairs during the storm, the check is made at disadvantage.

RETURNING TO SLICER'S CRASH

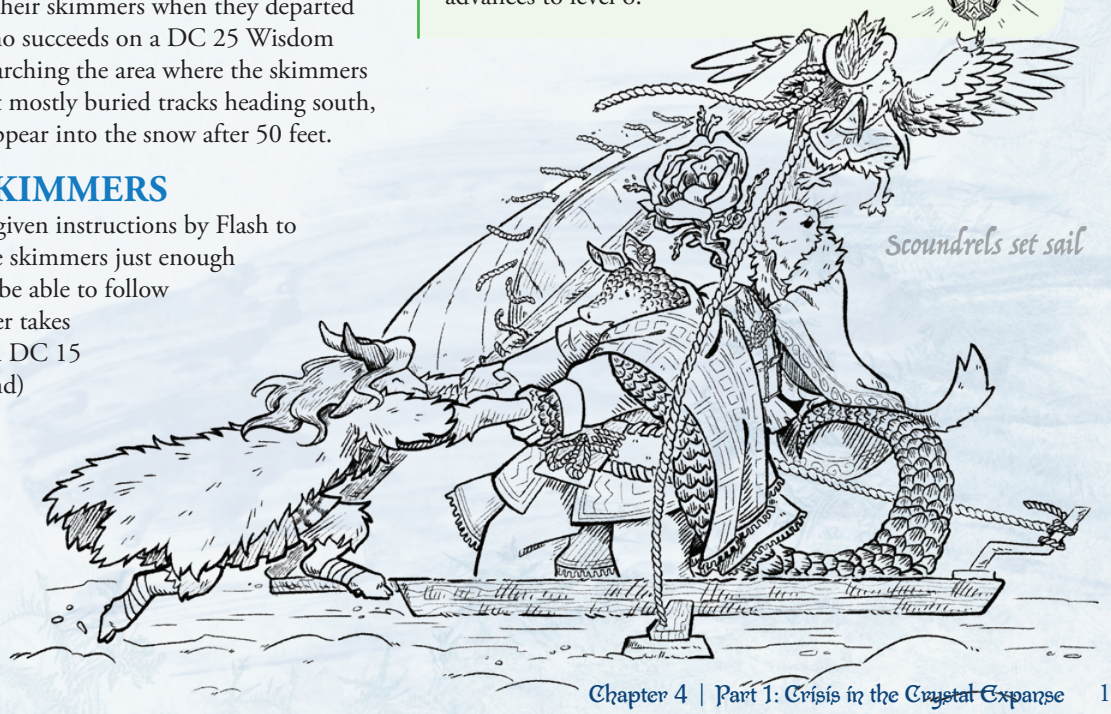
The storm lasts until early the following morning. The journey across Endridge back to Slicer's Crash uses the same Frozen Waste Trek table in Part 2, except the party's previous experience with the trip allows them to make the Wisdom (Survival), Dexterity (Sleight of Hand) check or a Dexterity check using proficiency with land vehicles with advantage. If the party didn't cause any harm to the maulrus pup they cross the frozen lake without being attacked by the parent maulrus. In the case that players did injure or kill the maulrus pup, the enraged maulrus* waits until the party is half way across the lake and bursts through the ice, blocking their path. It is blinded by rage at the loss of its child and will fight to the death, but will not pursue the party if they flee to the other side of the lake.

As the skimmers approach Slicer's Crash, read or paraphrase the following:

> **Beyond the tents of Slicer's Crash the unnatural storm from the frozen temple rages south, heading for the rugged plains of the Firnveldt, your newfound friends trapped within.**

REWARDS

After completing this chapter, the party advances to level 6.



Nine Simpson

Act 2

Frost in Firnveldt

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Suddenly snowed in

John Barlow

Part 5: Trouble in Sombaar

In Act 2, the adventure has the party following Klaythusar, Zaya and Ostri down into Firnveldt. Klaythusar's storm wreaks havoc across the plains, disrupting settlements and leaving a trail of frostburned in its wake.

As the party pursues Klaythusar's path of destruction they receive a harrowing message from Zaya via Ostri's journal. This message leads them to Sombaar, a small Firnveldt mining town in the Stonebell Foothills, whose mine hides a long-deserted Fizzar facility.

While in Sombaar, the characters find the town's mine haunted by **hollowings***, remnants of Fizzar experiments. These vengeful creatures have been awakened by Klaythusar, who has entered the hidden facility to scavenge for parts he needs to stabilize himself.

At the mine, they learn that the miners have accidentally uncovered the Fizzar facility. An investigation of the Fizzar complex reveals recently scavenged machinery, and a defensive ward disabled by Klaythusar.

A MESSAGE FROM ZAYA

Once the party reaches the Stonebell Foothills, the character who has Ostri's journal in their possession hears the distinct sound of pen on parchment coming from the resonant journal*. When they look in the journal, the party finds the following frantic message from Zaya:

We are alive, but I fear it's only at the whim of this decrepit creature. He has taken us to an ancient underground site which I believe is hidden near the Sombaar mines. I don't know what he is looking for but he is tearing this place apart. When he isn't raging he's asking questions about Wesden, and he doesn't seem to like our answers. Please hurry!

It is clear from her handwriting that she has scribbled this message quickly, and the letters of the last word tear into the page, as though the book was torn away from Zaya while she was still writing.

The party can reply to Zaya in an entry in their resonant journal* but Zaya's replies are infrequent as she can't freely use her journal while being carried by Klaythusar's storm or under Klaythusar's watch.

SOMBAAR

When the party first sees the town, read or paraphrase the following:

Nestled amongst the foothills, a cluster of buildings dot the landscape to form an isolated town. Just outside the town, a worn path leads to a rickety structure of wood and stone, surrounded by rubble and ore. Uprooted trees and frost covered grass show the devastation caused by the storm passing through the area.

The small mining town of Sombaar is nestled in the Stonebell Foothills. It doesn't see many visitors outside of merchants bringing supplies from Caprabaar or gem-hunters looking to make their fortune. Besides the mines, two points of interest are: Lantern House and the Runestone Inn.

The Hollow Ones. During the course of their stay in Sombaar, characters learn that the miners have been experiencing hauntings by **hollowings*** while expanding the mines. These undead elementals appear as ghostly, burrowing beasts made of crumbling earth.

A few of the miners have witnessed hollowings but are unaware of the Fizzar history or how the spirits came to be.

The Forgotten Fizzar Facility. The hollowings troubling the miners are the remnants of Fizzar experiments conducted in an ancient Fizzar facility buried beneath Sombaar that was abandoned over a millennia ago. After the Shattering, the Fizzars turned the facility into an elemental shield to hold the effects of Klaythusar's failed experiment at bay, and then abandoned their posts forever.

The facility has remained hidden until recently, when the miners accidentally discovered its outer walls while digging. Additionally, just prior to their discovery, Klaythusar entered the abandoned Fizzar facility to salvage parts and in doing so destroyed the elemental shielding that was holding the hollowings. Klaythusar entered and exited the facility via a teleportation circle using arcane co-ordinates known only by him.

Lantern House

The worn path through the hills leads to a rustic timber building with a wide covered porch. A miner's lantern hangs outside, lit by a warm, cheerful flame. Inside, an ocarina can be heard playing over the soft murmur of patrons.

The Lantern House is the main gathering place for locals, owned and operated by a sun eluran named Erdene [she/her], and known for its simple snacks and fermented drinks. The interior is a single open room where woven floor mats are spread out and patrons can be found seated on the floor at low tables. Each table has a small fire pit in the center for heating food. There is also a bar along one wall for patrons who only want to drink.

In the afternoon there are 2d4 local patrons (**commoners**) and in the evening there are 2d8 patrons. If the party stays until closing, they hear the patrons end the night singing songs as they light their lanterns and head home for the evening.

When the characters first enter the snack bar, conversations end abruptly, and a jerbeen playing an ocarina near the bar stops while all eyes fall on the new faces in town. Erdene stands behind the bar and points to a sign on the counter that reads: "No fighting, biting, or slighting." Voices and music resume unless the characters decide to flout the house rules. Fights, whether physical or verbal, are not tolerated by Erdene. Those who find themselves on the wrong side of the eluran are banned from her establishment. The length of the ban depends on the magnitude of the fight, any damage caused, and (perhaps most importantly) her mood.

Whether they choose to sit at a table or at the bar, all patrons are given wet towels to clean their hands. These are cold in summer, and hot in winter. Erdene serves a fermented oat milk drink that is seasonally flavored depending on available fruits and sweeteners. Patrons heat up snacks in fire bowls at the tables and a menu board behind the bar lists the fresh ingredients available for order that day. Characters looking for larger meals are directed to the Runestone Inn.

Gathering Information. Spending a little time chatting with the locals can provide the characters with a number of good leads to follow around Sombaar. The information that is passed on includes:

- A mine expansion was in progress, but the foreman paused progress shortly after the storm came through.
- Some of the miners claim they heard howling sounds coming from the expanded area of the mine, and one miner even claimed to have seen a ghost.
- Some locals believe the storm stirred up 'evil spirits.'

The Runestone Inn

In the center of town stands a two-story building of stacked field stones and rough-hewn timber. Outside, a merchant is arriving for a brief stay in Sombaar

Originally a guild hall for a group of stonesingers, the Runestone Inn now also caters mostly to locals looking for a heartier meal, and merchants who supply the town with produce in exchange for minerals mined from the nearby foothills. On occasion a traveler or adventurer arrives in Sombaar looking for something to do off the beaten path.

The inn is run by Min [they/them], a webpaw mustel stonesinger (**druid**) who holds guild meetings here. Stonesinging is an arma hedge tradition of communicating with stones. Min was adopted at a young age and grew up to be a leader in the community, taking over ownership of the Runestone Inn when their parents passed on. In Sombaar, stonesingers play an integral role in mining, chanting in caverns to receive blessings from the earth before miners remove precious gems and minerals.

Min is friendly and helpful to strangers, offering up the following information:

- The stonesingers believe there were once many elementals in Everden, but they mysteriously vanished over time.
- Since the storm blew through the valley, Min and the other stonesingers of Sombaar have been sensing strong elemental energies from the mine. These energies have become increasingly agitated, and the stonesingers fear the storm may have stirred something in the mines.

Nine Simpson

SOMBAAR MINES

The mines are just west of Sombaar. The party can follow a trail from the town and arrive in 30 minutes on foot.

The sound of pickaxes on stone echo up the shaft of a rickety elevator built over a simple hole in the ground. Miners in helmets and heavy overalls are loading supplies onto the elevator platform. A wooden building nearby has a smoking chimney, and the smell of hot coffee emanates from its open doorway.

The supplies being loaded onto the elevator are a delivery of picks, shovels and wheelbarrows. As the characters arrive the elevator starts to descend, with the supplies and three miners on board.

The wooden building is a place for the miners to rest while on breaks, providing them with warm drinks and food to help keep them motivated. It also acts as a makeshift office for the foreman, a broad shouldered sylph named Ganbold [he/him] (**veteran**), who can be found poring over sample ore from the most recent dig. He can provide characters with the following information:

Uncovered Ruins. While starting a new tunnel (area B1d), Ganbold's crew came across a stone wall, buried in the earth. The miners had already broken through the wall when it finally came to Ganbold's attention and he blocked off the hole in the wall until he could determine if it was safe to enter or not.

Strange Sightings. Since discovering and breaching the mysterious stone wall the miners have been hearing odd noises and some claim to have seen movement on the scaffold stairs down to the new tunnel. In response, Ganbold has had some local stonesingers cast the *hallow* spell on the area above the new tunnel (area B1c), in case there is something malevolent afoot. Despite the protective spell, the sightings and noises have increased significantly since the storm passed through Sombaar.

Ganbold is very keen to get back to digging the new mineshaft, and is happy to have the party interested in making sure it's safe. He will escort the characters to area B1d as soon as they are ready.

The following areas correspond to **Figure B: Sombaar Mines and Lost Facility**

B1a. Elevator

A plain wooden scaffolding holds a series of ropes and pulleys that haul a sturdy platform in and out of the mines. Two miners, a strig and a mustel, are hauling the platform back up.

The miners take turns operating the elevator—it is tiring work and Ganbold ensures that the effort is spread amongst the whole team. The current operators are a strig named Prewitt [she/her] and a mustel named Florin [he/him]. Their shift has just started, and they are full of energy.

It takes five minutes for the elevator to be pulled up from the bottom of the shaft, but only half that time to lower it back down. Lowering it any faster than that will result in the elevator being damaged.

B1b. Active Mine

You approach the primary tunnel of the mines. Several hearty miners chip away at the stone, filling the air with dust and dirt. From some angles, the glint of a partially uncovered gem stone catches your eye.

The miners here are focussed on their work and will only speak to the characters briefly before returning back to mining. If the subject of the hauntings is brought up, a lean luma named Wilton [he/him] tells the characters that he thought he heard the word "stop" in the strange wailing. A character that succeeds on a DC 14 Wisdom (Insight) check notices that Wilton, and all the miners, are more nervous about the haunting than they let on.

CHIPPING IN

The characters are likely in a hurry to chase down Klaythusar, Zaya and Ostri, but if they are in need of money or are visiting Sombaar later in the adventure, Ganbold is always looking for miners on contract.

Characters who sign up to mine can work up to eight hours per day, and earn 10% of the value of whatever they discover. For every hour of mining, roll a d100 and refer to the **Mining Discoveries** table to determine what gets uncovered.

MINING DISCOVERIES

d100	Discovery
01-70	Nothing
71-80	Pyrite (5 gp)
81-90	Green quartz (10 gp)
91-95	Carnelian (50 gp)
96-00	Red jasper (50 gp)

B1c. Chanters Cavern

A beautiful, warm tone echoes through this cavern. The walls are covered in swirls of blue paint that take the shapes of arcane symbols. A stout arma hedge refreshes the painted swirls with a brush, while vocalizing wordlessly. Near the eastern wall of the cavern is an opening in the floor, with an unsophisticated staircase leading deeper below.

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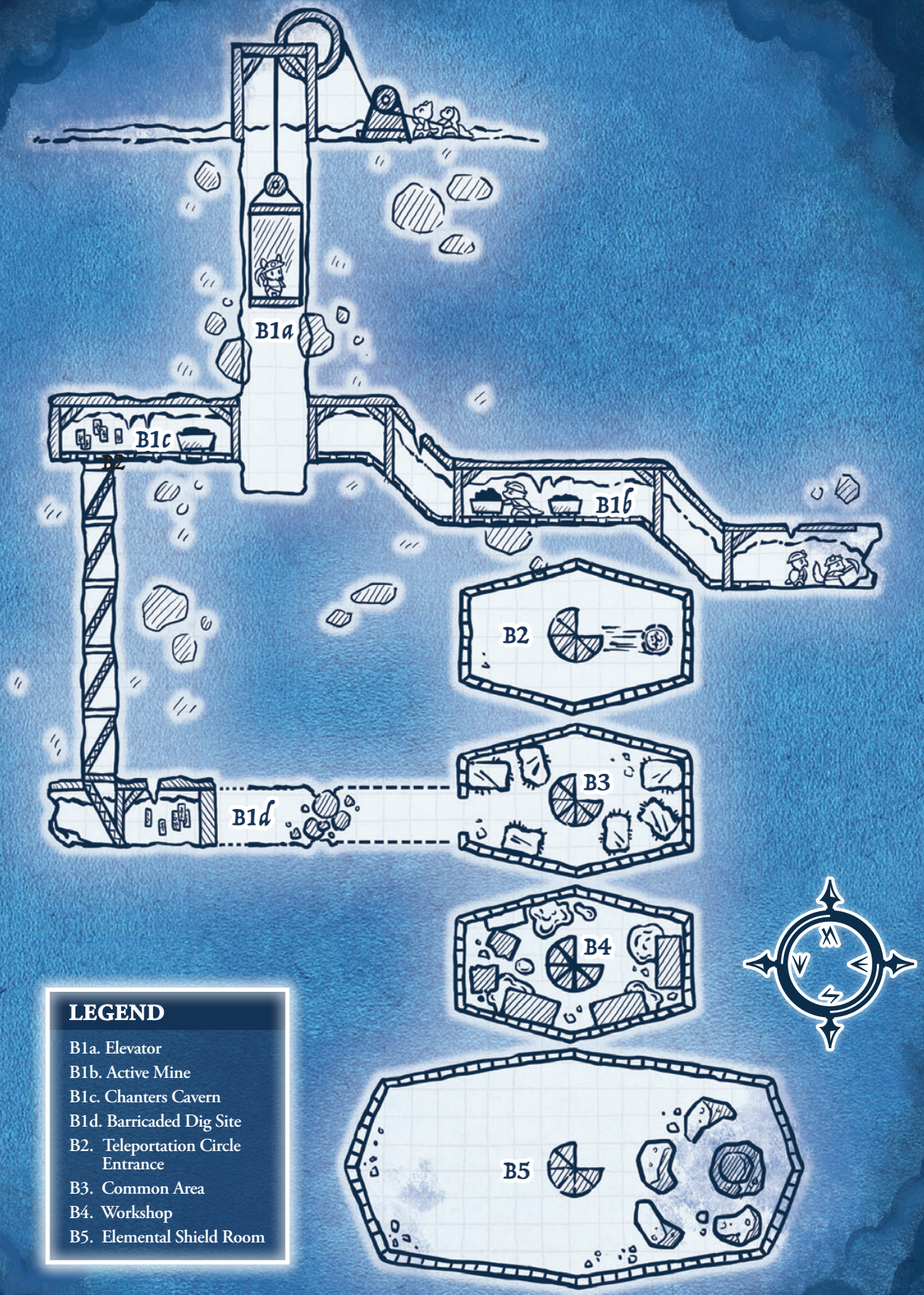
SOMBAAR MINES AND LOST FACILITY

Fig. A



LEGEND

- B1a. Elevator
- B1b. Active Mine
- B1c. Chanters Cavern
- B1d. Barricaded Dig Site
- B2. Teleportation Circle Entrance
- B3. Common Area
- B4. Workshop
- B5. Elemental Shield Room

Nine Simpson

This 30-foot-high cavern is the location where stonesingers chant songs asking for the blessing of the earth before miners begin their day. The cavern walls provide excellent acoustics. The cavern has been enchanted with the *hallow* spell which prevents elementals from entering this area. As part of the enchantment, magical daylight has also been bound to this cavern, dispelling any magical darkness cast here.

The arma hedge is a stonesinger named Tonda [they/them], who is maintaining the *hallow* spell for Ganbold. They are pleasant and calm, their voice maintaining a sing-song quality when they speak. Tonda is unsure about what the noises and strange sightings might be, but tells characters that the stonesingers believe in "wounds in the stone," places where the earth was damaged and over-mined. These places are often home to strange and malicious energies, and Tonda fears that the section uncovered by the miners in area B1d might be one of those wounds.

The staircase descends 50 feet to area B1d.

B1d. Barricaded Dig Site

Several large chunks of rubble block a hole in the stone. Beyond the opening is a large chamber with smooth walls that stand in stark contrast to the rocky surfaces of the mine. The faint sound of whistling wind can be heard from somewhere deeper within.

The hole in the wall leads to area B3. Ganbold and the other miners have moved large stones in front of the hole, but the path can be cleared easily with twenty minutes of effort. If the party recruits some miners to help, they can clear it in half that time.

Any character that succeeds on a DC 15 Intelligence (Nature) check notes how unlikely there is to be a draft this deep below the earth, which suggests the wind noises are coming from a different source.

THE LOST FACILITY

This area is what is left of an ancient Fizzar facility, the last one built before they faded from the world. It hides a powerful elemental shield, built to keep the disaster of the Temple of Rime and Reason from spreading.

General Features

The facility has the following features unless otherwise specified:

Ceilings and Walls. The walls of the chambers are 20 feet high, and the ceilings are concave, curving towards the center where they reach a height of 30 feet.

Lights. The chambers of the facility are in complete darkness.

B2. Teleportation Circle Entrance

Dust hangs in the stale air of this chamber. Scratches and scrape marks scar the cold stone floor in a line from the spiral staircase in the center of the room to a circle of strange runes etched into the ground.

The arcane runes on the floor are a Fizzar teleportation circle. A successful DC 17 Intelligence (Arcana) check reveals that it is still functional, although the magical script being used is very old. Succeeding on this check with a result of 20 or higher allows the character to learn that the teleportation circle has been activated recently, within the past few days. A character proficient in the Arcana skill can spend an hour copying down the co-ordinates of the teleportation circle, which would allow them to return to it using the teleport spell.

The scrapes in the floor are recent, caused by Klaythusar dragging Fizzar machinery from the generator room (area B5). The spiral staircase leads down to area B3.

B3. Common Area

The remains of a half-dozen moldering, straw-filled mattresses lay strewn about the floor of this chamber. An eerie chill fills the air, and beads of condensation spot the walls. Mournful cries echo from the lower levels.

This room is all that remains of the shared rest area for the Fizzars tasked with building the shield. There is nothing of value amongst the debris, and touching the fabric of the mattresses causes them to disintegrate into dust.

Enraged Hollowing. After a minute in this room, the walls begin to tremble and an **earth hollowing*** burrows through the western wall of the chamber, howling in anger. It fights the party to the death.

The spiral stair in the center of the room continues down to area B4.

B4. Workshop

Motes of dust fill the air in this chamber and puddles of cold water cover the floor. Three stone workbenches sit in disarray, tools and building materials strewn everywhere. A fourth workbench is overturned and cracked in half, smashed against a rudimentary book case. Scroll cases and notebooks are scattered everywhere.

This workshop is where the Fizzars built and maintained the *elemental hearts** and other parts needed to construct the elemental shield. There is very little of use to be found here, though a character can spend twenty minutes putting together a full set of tinker's tools and smith's tools from amongst the scattered equipment.

Klaythusar's Rage. The destruction here was caused by Klaythusar when he discovered Zaya's *resonant journal**. A character who succeeds on a DC 15 Intelligence (Investigation) check while searching the wrecked workbench discovers a page hastily torn from the journal by Zaya, to hide her recent communications with the party.

Hidden Tome. A character who searches the scrolls and papers and succeeds on a DC 13 Wisdom (Perception) check spots a tome among remnants of the broken bookcase. Most of the pages have deteriorated over time, but a brief inspection suggests it was the handwritten notes of a Fizzar gadgeteer. The tome contains a diagram of the elemental shielding device with instructions on how to repair it, but it is written in a shorthand code that can only be understood easily by another Fizzar.

Fizzar Phantom. The **ghost** of an ancient Fizzar named Fao'kih [he/him] haunts this chamber. If the characters uncover the Fizzar notes or otherwise disturb the workshop, Fao'kih makes his presence known. Fao'kih is a eluran in robes, with an enhanced monocle covering his left eye. His belt is covered in incorporeal tools.

As soon as he appears, Fao'kih uses the Horrifying Visage action and delivers the following cryptic message:

"The hollow ones won't stop! The shield must be repaired or the mistakes of the past will be revisited on us ten-fold!"

If Fao'kih takes any damage, he shakes its head before yelling, "It must be restored!" The ghost then flees through the floor of the workshop. If Fao'kih is reduced to 0 hit points, he re-forms 24 hours later in the elemental shield room.

B5. Elemental Shield Room

Four large stones lay on the floor, surrounding a carved pillar of white rock near the western wall of this chamber. The room vibrates on a low frequency, the walls of the room periodically shaking off millennia old dust and dirt. Debris and broken machinery litter the ground.

As soon as the first character steps down off the central staircase into this chamber, the ghostly form of Fao'kih appears in front of the party.

Fao'kih's Story. Over a millennia ago, Fao'kih was a Fizzar engineer at this facility. The Fizzars here were tasked with building an elemental shield to stop the spread of ice from the aftermath of Klaythusar's failed experiment at the Temple of Rime and Reason. When it came time to activate the shield, Fao'kih got caught in the initial shock wave of magical energy and was killed. His commitment to undoing the wrongs of the Fizzars has tethered him to the facility, fated to monitor the shield forever.

Klaythusar, Zaya and Ostri were the first people to set foot in the facility since the shield was activated, and Fao'kih was powerless to stop the destruction that followed. He is driven to find a way to repair the shield and is willing to possess a living creature to get it done.

Fao'kih's ghost knows the following:

- An eluran fitting Klaythusar's description looted the facility for Fizzar technology and broke the elemental shielding in the process. Fao'kih's ghost has no concept of how much time has elapsed since that happened.
- The eluran had two people with him, an elderly birdfolk and another eluran. They looked exhausted but relatively unharmed.
- Damaging the shield has attracted the ire of earth hollowings, seeking revenge for the wrongs against them by the Fizzars. Their numbers are near-limitless.
- The elemental shielding must be repaired to stop the hollowings from spilling into the mines and endangering Sombaar, and to hold back the deep freeze of the Crystal Wastes.

Fao'kih doesn't want to cause any more harm, but if he is attacked or antagonized, he will attempt to possess a character in order to start the repairs himself. A character can voluntarily allow themselves to get possessed by Fao'kih, automatically failing the saving throw against it.

If the party shows they mean him no harm and are willing to help repair the shield, Fao'kih will encourage them to get started on repairs immediately.

Repairing The Shield. To repair the elemental shielding a character being guided by Fao'kih must use an action to make a DC 13 Intelligence (Arcana) check. A character who attempts the check who also has proficiency in tinker's tools or access to the Fizzar's notebook from the workshop has advantage on their check. A character who is possessed by Fao'kih's ghost automatically succeeds on the check. Three successful checks are required to repair the shielding.

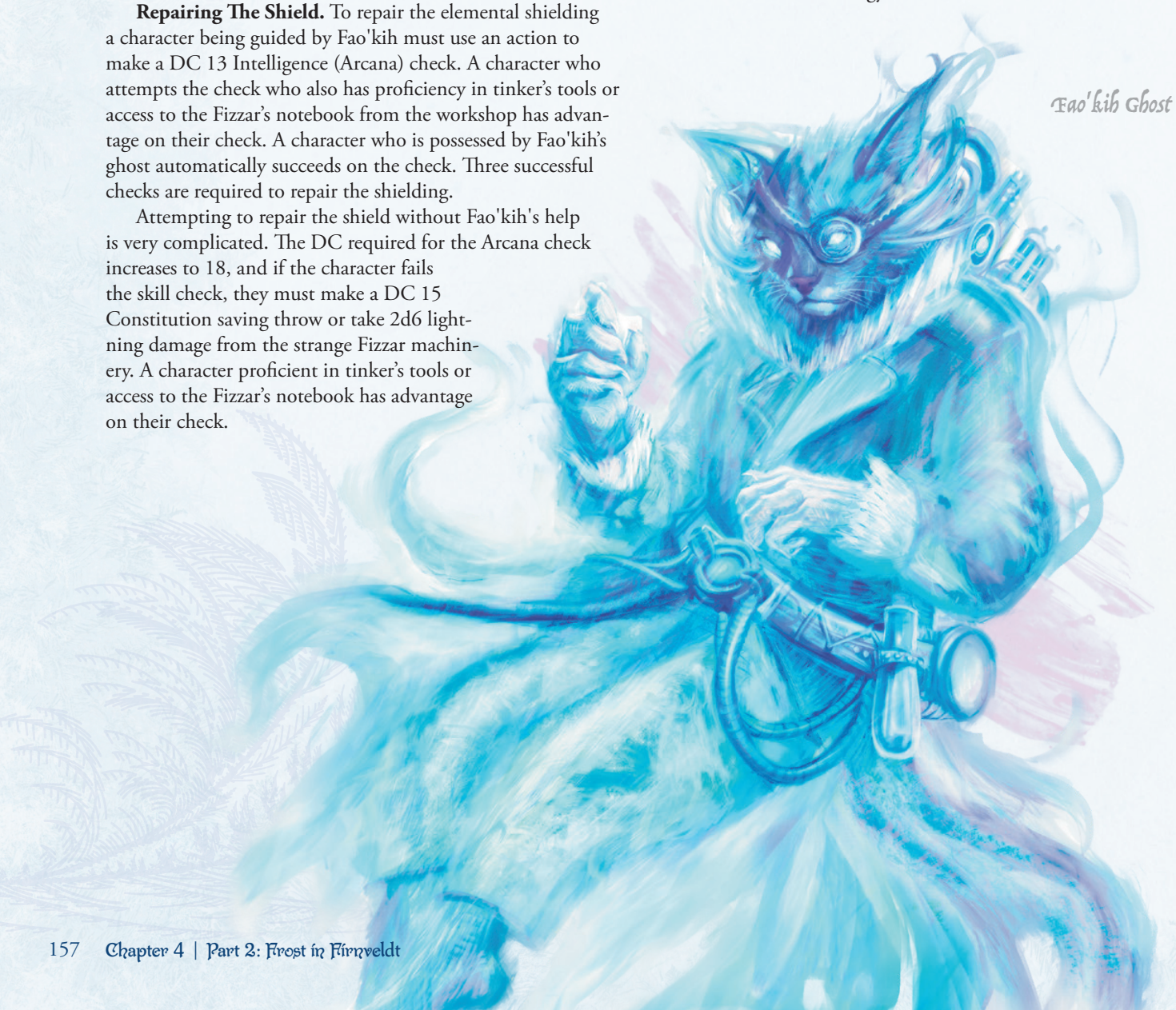
Attempting to repair the shield without Fao'kih's help is very complicated. The DC required for the Arcana check increases to 18, and if the character fails the skill check, they must make a DC 15 Constitution saving throw or take 2d6 lightning damage from the strange Fizzar machinery. A character proficient in tinker's tools or access to the Fizzar's notebook has advantage on their check.

Ceaseless Hollowings. As soon as repairs begin, two **earth hollowings*** burst out of the walls of the chamber and attack. They focus their rage on the spirit of Fao'kih, and trying to stop the repairs. As soon as a hollowing is defeated, a new one bursts through a wall and takes its place in turn order the following round.

CONCLUSION

When the elemental shielding is restored, the hollowings retreat into the earth, driven away by the abjuration magic emanating from the shield. They no longer cause a disturbance in the Sombaar mines or in Sombaar proper. If Fao'kih's ghost is with the party, he offers them a *token of good deeds** as a thank you. The token is imbued with some of his spirit's essence, and can be used to summon him. After it is used to summon him in this way, his essence fades from the token and he cannot be summoned by it again.

Klaythusar's Tampering. Characters can search the lab for clues about why Klaythusar was in the facility. Any character who succeeds on a DC 15 Intelligence (Arcana) check understands the pieces of Fizzar technology Klaythusar has taken could be used to build a device that drains and controls large amounts of elemental energy.



Fao'kih Ghost

Ben Hill

Part 6: Across the Gargan Steppe

As Klaythusar heads south in pursuit of the Heart of Ice, carrying Zaya and Ostri in his storm as his hostages, his unrestrained watery elemental power affects the Gargan Steppe of Firnveldt. In this part, the party encounters a series of environmental disasters and creatures such as **grassbeaks*** and frostburned **swarms of insects**. While they travel with a group of nomadic gargath herders called a trip, they witness a mighty **gargath*** becoming a **frostburned gargath***.

Before running this part, read the section on **Firnveldt: Gargan Steppe** in **Exploring Wesden**.

LEAVING SOMBAAR

At the same time the party is leaving Sombaar, the Hardy Hoof Trip is preparing to depart. The trip is made up of several families of caprans, vulpins, and fieldscurry jerbeens with their herd of fifteen **gargaths***. Its leader is a vulpin **gargaherd*** named Ling [they/them]. When Ling spots the party read or paraphrase the following:

> **A vulpin with sandy fur and grey eyes finishes checking the wagon harness attached to a shaggy gargath, who snorts at them affectionately. The vulpin ambles over and tips their hat to you, "Would I be right in thinking you're heading south too? You look like capable folk, and I can't say I wouldn't appreciate some help on the way what with all the strange weather blowing in. Care to ride with us?"**

Ling offers to transport the party for free as far south as the town of Morabaar in exchange for help defending the gargaths and the trip from any dangers they might face in the grasslands or from the storms brewing over Firnveldt.

Any character who succeeds on a DC 13 Wisdom (Insight) check notes that despite their calm demeanor, Ling is genuinely worried about the safety of their trip. If a character succeeds on a DC 15 Charisma (Persuasion) check, Ling agrees to also pay them 150 gold roqs (gp) for their aid when they reach Morabaar.

Roleplaying Ling

Ling [they/them] is a wiry vulpin who resembles a corsac fox with narrow eyes and sandy fur. Their patient and watchful nature makes them trusted by both the trip and the gargaths they herd. Ling has been herding gargaths all their life. Though they are calm and stoic, Ling can still be persuaded by the children in the trip to show off their acrobatic gargath riding skills on occasion. Ling's favorite gargath is named Mimo, the shaggy matriarch of the herd who usually takes the lead.

Ling's Traits

Ideal. "Better to live free on the grasslands facing danger than in a settlement where the price for safety is a dulling of the senses."
Bond. "I will keep my trip and my herd safe, no matter what."
Flaw. "I can never back down if someone challenges my sense of honor."

Alternative Transportation

Traveling with the Hardy Hoof Trip is the fastest way to cross the grasslands. No one is willing to rent or sell mounts to the party in Sombaar because of the oncoming storm. However, the party can decide to proceed on foot. If the party chooses not to travel with the trip, they won't have to take care of the trip but neither will they have their support in the encounters found in **Over the Grass, Under the Sky**. Roll on the Firnveldt grasslands table in **Appendix D: Random Encounters** to generate additional encounters as you wish for their journey on foot.

OVER THE GRASS, UNDER THE SKY

As the party travels across the Gargan Steppe they start to see signs of Klaythusar's influence. Klaythusar has been heading south, following the Children of the Blue Rose and carrying Zaya and Ostri with him in his storm. However, his unstable form, infused with some of the Aspect of Water's power, forces him to stop and regather himself at regular intervals. Wherever Klaythusar moves through, strange weather conditions occur and the frostburned condition spreads. The following encounters are arranged in a suggested order, but can be rearranged, skipped, or added to in order to meet your game's needs. Adjust and describe the amount of time between them to suit the sense of pace you are creating. You can can add additional encounters from the Firnveldt grasslands table in **Appendix D: Random Encounters**.

Traveling with The Trip

The members of the Hardy Hoof Trip welcome the party warmly, encouraging them to climb up onto their wagons and get comfortable. The wagons are loaded with blankets to cushion the often bumpy ride as they move twice as fast as the party could on foot. Children and elderly members of the trip spend most of their time in the wagons, while other members ride on gargathback to keep a look out. The wagons are covered with tough cloth woven from gargath wool that can also be raised to protect them from the weather.

Grassland Politics. If the party asks Ling or another member of the trip what they think about the Stonehoof Protectorate, the major political and military force in Firnveldt, their expression becomes sour. The Hardy Hoof Trip does not appreciate the protectorate's attempts to curb their movements or dictate their way of life. However, neither do they agree with the trips who have turned bandit and started attacking the protectorate's trade routes. Ling is specifically guiding the trip well away from the Stonehoof capital city of Caprabaar.

Showing Off. While the herd of gargaths moves, the young members sometimes show off their acrobatic skills by running up and down the line of gargaths, leaping from beast to beast. The well-trained gargaths accept this without concern. Uli [he/him] a capran **gargaherd*** challenges the party to try. A character can attempt a DC 18 Dexterity (Acrobatics) or Dexterity (Performance) check to run up and down along the backs of the herd. On a success, they earn Uli's admiration. He gives the first character to succeed in this challenge a *wrangler's lasso** as a reward. On a failure, they must make a DC 16 Dexterity saving throw, taking 7 (2d6) bludgeoning damage on a failed save as they fall prone on the ground. On a successful save, they take no damage other than bruised pride as they cling to the back of a gargath and have to be rescued by Uli.

Rests. Ling calls a halt to rest just before it grows dark each night of travel. The trip constructs shelters by weaving the tall garga grasses before gathering for a communal meal. A character can learn the skill of weaving a grass shelter with a successful DC 13 Dexterity check, adding their proficiency bonus to the check if they are proficient with an appropriate artisan's tool. Otherwise, the trip makes shelters for the party, with the trip's children gently mocking them for not knowing such a basic skill of life on the Gargan Steppe.

Strange Omens

The eldest member of the Hardy Hoof Trip is the arma hedge cook. Her real name is Arkose but everyone calls her Nana Artichoke [she/her] (**commoner**). The food she cooks consistently includes baked beans, mushroom jerky, and saddle cheese made from gargath milk. Occasionally she makes sweets using honey she bought the last time the trip was in Rimewood.

> **The pelting rain lets up just before Ling calls a halt for the night. Soon, the aromas of campfire and a substantial meal waft from the center of the ring of wagons. A wizened arma hedge wearing a teal headscarf and high collared fuschia tunic stands over a cookpot, handing out a sturdy stew of beans and mushrooms to the members of the trip. Nearby the gargaths graze contentedly.**

Nana's Pebble Prophecies. Nana is known in the trip for her uncanny predictions. In a recent dream, she felt a disturbance in the Great Rhythm. In it, she saw a great sea serpent with the head of a cat tear through the sky. She warned Ling about what she saw, and this is why they are so keen to get to Morabaar quickly with their load of ore from Sombaar.

Nana's predictions are sometimes misread as eccentricities, but the trip believes that her foresight has saved them from disaster more than once. Nana is more than happy to perform an augury reading for any party member who wishes with her bag of pebbles. When the pebbles are thrown on the ground, they form patterns that only Nana can interpret. For payment she requests, "All I ask is that you leave things better than you find them."

Nana smiles, her snout wrinkling as she pulls out a small sack of pebbles and hands it to you. "Reach in there my dear and pull out as many as you like. Then throw them on the ground here." She begins to hum and there is just the faintest sense of movement from the pebbles in the bag.

To perform a reading, first roll a d4 to determine if the omen is good (even) or bad (odd). Then roll a d8 and consult the **Nana's Omens** table.

These omens can be incorporated into the rest of the adventure. A good omen that involves an NPC could be someone who offers assistance or helpful information at an opportune time, leading the party to success or a critical lead in their quest. Conversely, a bad omen involving an NPC could result in a theft or receiving incorrect information that makes their journey more challenging or socially difficult. Omens that are more vague can be tied into the adventure by drawing on the existing story threads.

Fortunes in the palm of your hand

Nana's Omens

d8	Omen	Good	Bad
1	Birds	"Fortune blesses your long journey."	"Hardship lies ahead on your long and troubled journey."
2	Crossroads	"Look favorably upon delays and you will be rewarded for your patience."	"A desirable distraction may delay you from a goal."
3	Orephidian	"Large and sudden changes on the horizon will be a boon for you."	"Your path is fraught with disruptions."
4	Sword	"You will prevail over enmity."	"You will meet disaster through fighting and hatred."
5	Mountain	"You will meet a powerful friend."	"Powerful enemies work against you."
6	Snake	"You are fated to experience a great transformation."	"You will lose a part of yourself that you hold dear."
7	Grassbeak	"You will be privy to a secret that can change much."	"You will be swept up in a terrible scandal."
8	Gargath	"Prosperity and happiness await you."	"You will lose something of value."

A Note from Zaya

If the party checks the *resonant journal** that Zaya left with them they find the following entry has appeared:

> **Friends, I hope you are alive to read this. Ostri and I live. Klaythusar has us hostage. He has landed the storm to regather his strength and interrogate Ostri. I can only write when we stop and he's distracted. Klaythusar is furious that a group called the Fizzars isn't controlling Wesden and that Ostri doesn't have an artifact called the Heart of Ice.**
>
> **We head south toward Cleave. Don't know what this monster is capable of, but it can't be good.**

Use the *resonant journals** to give the party information that might help them on their journey or to increase the sense of threat that Klaythusar poses. Zaya does not know all of Klaythusar's plans or abilities, but she is observant. Information that Zaya could include in future entries includes:

- The places they have touched down Klaythusar's storm line up with the events in **Over the Grass, Under the Sky**.
- Observations of Klaythusar's mood as being maniacal, arrogant, and obsessed with obtaining the Heart of Ice.
- Klaythusar's physical body begins to disintegrate into mist if he spends too long traveling by storm.
- Klaythusar is using his rests to build a metal suit made of pipes and glowing hubs. It seems to contain and focus the elemental magic he is infused with and gives his body strength.
- Professor Ostri's health is declining as he becomes increasingly cold, which she suspects is being caused by proximity to Klaythusar. She does not admit that she is starting to feel the effects of being frostbitten too, nor does she know what it means to become a **frostburned***.

Frozen Butterfly

Frozen Butterflies

> **Dozens of butterflies perch on the tall grasses. Their iridescent wings glisten with a sheen of frost. Though the grass sways in the wind, all the butterflies are perfectly still.**

These butterflies have become frostburned due to Klaythusar's presence when he landed here. A DC 10 Intelligence (Nature) check confirms the butterflies are unnaturally frozen while the grass and surrounding area are not. As the characters approach the butterflies, the heat from their bodies is enough to thaw the butterflies. The frostburned butterflies attack. The six butterfly swarms use the **swarm of insects** stat block with the following alterations:

- **Resistances.** The frostburned swarm is resistant to fire damage in addition to its normal resistances.
- **Immunities.** The frostburned swarm is immune to cold damage in addition to its normal immunities.
- **Frostbiters.** When the frostburned swarm hits a creature with its Bites attack, the target must succeed on a DC 10 Constitution saving throw or gain one frostbitten level.
- **Icy Bites.** The frostburned swarm deals an extra 3 (1d6) cold damage when it hits with its Bites attack.
- **Suspended Animation.** When the frostburned swarm drops to 0 hit points, each butterfly freezes into a solid ice statue and drops to the ground. While frozen in this way, the frostburned butterflies are unconscious, and they can't be unfrozen by any means. If they take any damage while in this state, they shatter and can't be revived.

Traveling with the Trip. During combat, Ling and the other herders try to keep the panicking gargaths calm and away from the fight. The gargaths can sense there is something sinister about the butterflies.

Klaythusar Clues. Once the butterflies are defeated, the party can discover clues as to what caused them to become frostburned. A successful DC 14 Intelligence (Investigation) or Wisdom (Survival) check reveals a circle of blackened grass nearby that was flattened and killed when Klaythusar landed his storm. On the edge of the patch of dead grass is one of Ostri's feathers, battered but still recognisably his.

Blizzard Rescue

The temperature suddenly drops precipitously as an unseasonal blizzard blows in as if from nowhere. Creatures who are not able to equip cold weather gear, heat sources, or magical protection are subject to the effects of extreme cold. Any creature without the means to stay warm must succeed on a DC 14 Constitution saving throw every two hours they spend in the blizzard or gain 1 level of exhaustion.

Little Kid Lost. As swirling snow turns the world around the trip white, only the bellowing of the gargaths and the calls of the herders allow the trip to gather together. Ling moves through the snow to the party carrying bad news. One of the youngest gargaherders of the trip, a capran named Huni [she/her] (**commoner**) and the **gargath*** she was riding, called Grumio, are nowhere to be found. Ling asks the party to find them and bring them back to the herd.

Erika Taguchi

Locating Huni and Grumio by sight is impossible. All creatures in the blizzard are considered blinded as the area is heavily obscured by snow. Wisdom (Perception) checks that rely on hearing or smell are made at disadvantage. To locate the missing pair, the party must succeed on three DC 16 skill checks before they accumulate three failures. These skill checks can be any combination of Wisdom (Perception), Wisdom (Survival), Intelligence (Investigation), or another skill depending on the actions the characters take. If a character uses a suitable ability or magic, they gain advantage on one ability check. If the party fails to achieve three successes before accumulating three failures, they don't find Huni and Grumio and each gain one level of exhaustion from the search.

Finding the Missing Pair. Huni and Grumio have hunkered down in a small indentation, with the gargath sheltering the capran with his body. If the party locates them, Huni is very grateful to see them. She explains that Grumio slipped, spraining one of his legs. Grumio has lost 30 hit points. Huni can't move him on her own and she has two levels of exhaustion. If Grumio regains at least 25 hit points, his sprain heals enough for him to walk. Otherwise, the party must find a way to lift or support the injured gargath to reunite him with the herd. Huni won't leave Grumio under any circumstances.

Reward. If the party succeeds in returning Huni and Grumio to the herd, they witness the following mysterious sight just before they reach the trip.

> **A massive shape looms in the swirling snow ahead of you, stomping forward on four hooves that spark with lightning bright enough to still be seen through the blinding blizzard. The silhouette of an enormous goat-like head lowers its horns toward you in a bow or perhaps a challenge. Then, in a blast of cold wind and snow, the shadowy shape is revealed to be just a cairn of stones. An uncanny but not unpleasant warmth rises within your chests.**

For their effort, the characters receive a minor blessing from Arghan the Unbroken. Once over the next 24 hours, each character can gain the benefit of the guidance spell (no action required).

End of the Blizzard. The blizzard lasts for 24 hours. Just as quickly as it arrived, the blizzard vanishes, only to be replaced by rain that lasts for days. Though it washes away the snow, the rain quickly becomes miserable.

Jonall, the Trader

A massive gargath with braided hair pulls up beside the trip hauling a large, teetering hut on its back. The hut is supported by two large wagon wheels on either side of the gargath. A capran in large furs smiles and nods from inside her hood.

The capran is a merchant by the name of Jonall Hanno [she/her], a native of Firnveldt making her journey back from Humblewood. She and her loyal gargath Bello travel up and down all of Wesden, setting up her portable shop at markets and settlements wherever she can find a spot.

Jonall is low on wares and is heading to Caprabaar to resupply, but she does have the following items available for sale:

Jonall's Stock

Magic Item	Price
boots of the winterlands	700 gp
goggles of night	350 gp
*rockenspiel**	200 gp
wand of enemy detection	900 gp
*wrangler's lasso**	1000 gp

Jonall hears a lot of rumors on her travels, and if the party is friendly to her she might share one or more of the following tales:

d4	Rumor
1	"I normally stop in Mandrabaar on my way to Caprabaar, but I hear they are having some real troubles with this weather there and I'm going to skip my visit this time. I wish I could help them out!"
2	"Last time I traveled across the Stormcrag mountains I met a very curt knight with a timid looking squire. The knight claimed his name was Ser Cuitous, but I think they may have been misleading me…"
3	"Have you ever been to Halara? I hear it's beautiful and warm year round and after this terrible weather I could use some time in a hot spring."
4	"There are stones in the Stormcrag mountains that are very good at absorbing elemental energy! I wonder if anyone is crafting magic items out of them that I could carry in my shop…"

Nine Simpson

Risky River Crossing

Rain pelts down, drumming at you incessantly. Cold food, endless rain, and a damp drip, drip, dripping interrupting sleep have worn the tempers in the trip thin. Ahead, a wide river snakes through the grasslands, but its bed is dry and empty. The trip prepares the gargaths to cross, but Ling calls a halt before they get too close. "Something doesn't smell right."

Ling asks the party to investigate upstream. Just beyond the bend of the river, obscured by grasses is a peculiar sight. A huge wave, 20 feet high, is frozen in place, forming a dam preventing water from flowing down the river. A successful DC 12 Intelligence (Investigation or Nature) check reveals that the ice is unstable, emitting cracking sounds as more water is backing up behind the frozen wave.

Grassbeak Ambush. One round after the party finds the frozen wave, a flock of four grassbeaks* attacks from their hiding place in the tall grasses. The strange weather has disrupted their hunting, so the grassbeaks are particularly hungry and vicious. Any creature with a passive Perception of 14 or lower is surprised during the first round of combat.

Wave Countdown. The wave breaks 5 rounds after the party discovers it. On Initiative count 20, the sound of cracking increases. A character can add 1d4 rounds to the countdown by dealing at least 6 points of cold damage to the frozen wave in one turn. If the wave breaks, all creatures within 20 feet of the river bed must make a DC 15 Strength saving throw. On a failed save, a creature takes 10 (3d6) bludgeoning damage plus 5 (2d4) cold damage, is knocked prone, and carried 20 feet downstream every round until they use their action to succeed on a DC 15 Strength (Athletics) check to escape the unleashed river flood. The wave arrives at the Hardy Hoof Trip's location 3 rounds after it breaks. Unless the party can find a way to prevent the wave from being broken, redirect or block the wave, or warn the trip to retreat, the flooding river catches the trip, breaking many of the wagons and injuring herders and garagths.

Aftermath. If any grassbeaks were caught by the wave and survived, they retreat once they escape from the flood. If the trip was caught by the wave, they must spend 1d3 days repairing their wagons and tending to the injured before they can continue their journey. If the party was able to prevent the wave from reaching the trip, the trip is able to safely ford the now flowing river shortly after the flood has passed.

A Terrible Choice

Near the end of their journey across the Gargan Steppe, the party is faced with the most dangerous frostburned challenge yet as one of the Hardy Hoof Trip's gargaths contracts the condition. If the party has not been traveling with the Hardy Hoof Trip, they encounter them here.

The woven walls of the town of Morabaar are just visible on the horizon. Between you and it, are dozens of small holes, half-hidden by the garga grass. An antlered rodent pops up from a hole to scan the area. Moments later, another appears twenty feet away.

The small rodents are **meekrats*** and this is one of their extensive burrows. The area between here and Morabaar is difficult terrain for any Medium or larger creature due to the many entrance holes to the burrow below. A creature can choose to move up to its full speed across the area, but must make a DC 13 Dexterity saving throw each time it moves more than half of its movement speed, taking 4 (1d8) bludgeoning each time it fails this saving throw. Ling and the other herders guide their **gargaths*** slowly and carefully, trying to keep them from stepping into any of the holes and injuring themselves.

Frostburned Meekrat. One of the meekrats has become frostburned. The other meekrats avoid its still form. As Ling's lead gargath Mimo comes close, the frostburned meekrat attacks her.

The gargath at the front of the herd bellows in pain, lifting one of her sturdy legs. A small rodent is biting her ankle. The frost that covers the rodent's body begins to spread up the gargath's leg as she panics and tries to shake off her attacker. With a stomp, the gargath sends the frigid rodent flying, and it shatters into shards of ice as it hits the ground. Ling hauls on their gargath's reins, trying to calm the beast, "Woah there, Mimo."

After this incident, Ling is keen to get to Morabaar as quickly as possible. However, as the herd starts to move again, Mimo begins to show signs of being frostbitten. Mimo begins to shiver despite her thick, shaggy coat. Her pace slows and she starts to ignore Ling's guiding paw. A successful DC 13 Wisdom (Medicine) check reveals that Mimo is rapidly succumbing to the same condition that affected the meerkat as her natural defences have been weakened by the long, cold, and difficult journey across the Gargan Steppe.

Frostburned Gargath. As Mimo becomes a **frostburned gargath***, read or paraphrase the following:

Alyse Stewart

The massive beast shakes her woolly head and lets out a despairing cry. Ice glazes over her soft brown eyes, leaving nothing of the gargath's natural warmth. She exhales a huff of frosty air and paws at the ground with an ice-covered hoof before settling her gaze on you.

Mimo attacks Ling (**gargaherd***), who calls out to the trip to keep the rest of the herd clear, fearing that the condition could spread to more animals. The other eleven gargaths become agitated and concerned for Mimo, and try to reach her as the trip attempts to hold them back.

Combat. Ling does not want to hurt their beloved companion, Mimo. However, they are more worried that all the gargaths will become frostburned unless Mimo is subdued. They call for the party's aid as they are outmatched by the now mindless heat-seeking beast.

Aftermath. When Mimo drops to 0 hit points, her body fully freezes into a transparent ice statue. If the party is not willing to drop Mimo's hit points to 0, Ling strikes the final blow before turning away so no one will see their tears. Ling would rather put Mimo down than allow the other gargaths in the herd to suffer the same fate. However, she rejects and resists any attempt to shatter Mimo's icy form.

CONCLUSION

As the weary trip limps into Morabaar, Ling pulls the party aside. If the party escorted the trip without losing more than six gargaths, they thank them for their aid and give them the 150 gp payment if they arranged this at the journey's outset. If the trip lost more than six gargaths, Ling only pays half the fee.

The gargaths are turned out into a protected pasture within the town's walls and the trip starts to unload the cargo they brought from Sombaar. Ling gives the party a bit of advice before they part ways:

"Morabaar is a Stonehoof Protectorate town through and through. They've always been good to us because we trade fair. But watch your step. The head of the Velden Guard here, Bathias Bluffhorn, likes to butt heads to show folks he's in charge."

A frightening, frostburned charge

Alyse Stewart

Part 7: A Mystery in Morabaar

In this part, the party can explore the small town of Morabaar. Morabaar is a farming settlement established less than 20 songs ago by the Stonehoof Protectorate.

Morabaar has been badly affected by the weather caused by Klaythusar's passage over the region. A group of Tenders from Caprabaar are here trying to save the battered and waterlogged crops. Frostburned creatures have been attacking folk who venture beyond the walls, including the local blacksmith, Thrang the Hammer [he/him]. He has become badly frostbitten and will soon become a **frostburned***. His apprentice, Kalan [he/him] is hiding him in the forge, desperately trying to keep him warm.

The party can also run into one of the members of the Children of the Blue Rose, who is recuperating here after being left behind by the others. Oleander the Winterblossom [she/her] (**mage**) can become an ally or an enemy as the party faces the problems besetting Morabaar.

The head of the Velden Guard, Bathias Bluffhorn [he/him] is looking for a scapegoat for Morabaar's problems. He won't care if it's Thrang, Oleander, or the party, as long as he has someone to blame.

MORABAAR

The town of Morabaar stands behind tall defensive walls made from bundles of woven garga grass. Outside the walls to the south sprawls farmland, which gives way to the foothills that mark the southern edge of Firnveldt. The party is free to explore Morabaar as they wish. They can find accommodations and stock up on their supplies as well as intervene in the problems facing the town. For the duration of the party's time in Morabaar, a light but persistent snowfall blankets the town in unseasonable whiteness.

Officer Bluffhorn

As the party enters through Morabaar's gates, they are met by Bathias Bluffhorn (**Stonehoof official***) and his squad of six Velden **guards**.

Warmish Welcome. As the head of the Velden Guard and highest ranking member of the Stonehoof Protectorate in Morabaar, Bluffhorn makes it his business to know the business of everyone in town. He wants to know who the party is, why they are here, and how long they plan to stay. If the party mentions the Hardy Hoof Trip or Ling, Bluffhorn's prickly demeanor intensifies, as he doesn't approve of their nomadic ways.

Apprehending the Winter Wizard. Bluffhorn is convinced that someone in Morabaar is causing the recent storms, current snow, and the phenomenon he's calling "the frostburned". He believes the person responsible is a "Winter Wizard" and is determined to discover their identity by any means necessary. He has staked his reputation on this and stubbornly won't let the idea rest, no matter what evidence he sees.

No Trouble. Before parting ways, Bluffhorn tells the party they are free to explore Moabaar and can find lodgings at Cloud Cushion Inn. He warns them that there is a curfew in place from dusk to dawn to protect the settlement from the frozen creatures beyond the walls.

Roleplaying Officer Bathias Bluffhorn

Bathias Bluffhorn [he/him] is a burly tethera capran who sports an impressive set of thick horns that curl down beside his long face. He takes exceptional care of his armor, and is very proud of his warhammer, which is an heirloom handed down in the Bluffhorn clan for generations.

Hardheaded. Bluffhorn is exceptionally stubborn, even for a capran. He can't stand anything that diminishes his sense of pride. The guards under his command know this well, and they tread carefully around him to avoid setting him off on a furious tirade.

Ambitions. Bluffhorn's posting to Morabaar is his first major command in the Velden Guard. Until now, he has resented the small town for being sleepy and quiet, feeling that he deserves a more prestigious post. Bluffhorn sees the current crisis as a chance to prove himself to his superiors in the Velden Guard and progress his career once he captures the "Winter Wizard."

Bluffhorn's Traits

Ideal. "Peace is best maintained with a strong hoof."
Bond. "My loyalty to the Velden Guard is unswerving."
Flaw. "I will never admit I'm wrong."

The Rumor Mill

While speaking with locals, the party can gather gossip. When interacting with a local NPC, a character can attempt a DC 11 Charisma (Persuasion) check. If the check succeeds, roll on or pick from the **Morabaar Rumors** table to determine what the character learns. As noted on the table, not all rumors are true.

Morabaar Rumors

d6	Rumor
1	Firewood and coal have been going missing all over town. (True)
2	Since the storm passed through town, ghosts have been haunting the ruined crop fields. (False)
3	Morabaar has been cursed by a Winter Wizard hiding somewhere in the town. (False)
4	Local blacksmith, Thrang the Hammer, refuses to continue doing business for fear of the frostburned creatures around town. (False)
5	Bluffhorn is rounding up icy creatures and shattering them to prevent the spread of disease folk are calling the frostburned. (True)
6	The mysterious stranger dressed in blue who is staying at the Cloud Cushion Inn brought the cursed weather with her from the North. (Partially True)

CLOUD CUSHION INN

The only lodging for travelers in town is the Cloud Cushion Inn. It is owned and run by a pair of yantan capran sisters called Keli [she/her] and Neli [she/her] Lockbeard (**commoners**). The inn is a very large, round tent made from thick red dyed fabric. Inside, it is warm and cozy, with many embroidered pillows scattered on the floor for guests. One half is a public area where the Lockbeard sisters serve food, and the other is divided into small but comfortable rooms with low cots. A night's stay costs 5 copper gravs (cp) per guest.

A Mysterious Guest. The only other guest staying at the Cloud Cushion when the party arrives is a familiar face. Oleander the Winterblossom, who the party met in **Part 3** at the Temple of Rime and Reason, is recuperating here.

Oleander's Goals. Oleander is keen to flip on her former companions as she feels betrayed by them. She approaches the party and attempts to get them to sympathize with her predicament. Her primary goal is revenge against the Children of the Blue Rose and she sees the party as a means to that end.

Her secondary goal is to evade Officer Bluffhorn's attention. She heard he is looking for a "Winter Wizard" to blame for the strange weather and the frostburned creatures around town. She knows that as a mage who arrived in town just before the first major storm, she would be a prime suspect. She swears that she has nothing to do with the crisis affecting the town, even though the Children of the Blue Rose stealing the Heart of Ice set off the chain of events that led to it.

Oleander's Offer. If the party agrees to help her take revenge on her former companions and they can get her out of Morabaar without being caught by Bluffhorn, Oleander offers to give them a *spell scroll* of *greater restoration*.

Combat with Oleander. If the party becomes hostile to Oleander, she fights to defend herself. In combat, her goal is to escape with her life, whether that involves attacking with her most powerful spells or begging for mercy.

Roleplaying Oleander the Winterblossom

Oleander [she/her] is a longdance mustel with bright white fur and deep blue eyes. She always carries her staff, which blooms with an unnatural blue rose.

History. Blessed with a natural affinity for magic, she became a member of the Skysworn Tenders at a young age. However, she was expelled in disgrace after it was discovered that she was experimenting with forcing flowers to bloom out of season so she could sell them to wealthy patrons. Oleander joined up with the Children of the Blue Rose, using her talents in ways the Tenders would never approve of. She resents the Tenders to this day and believes them to be self-righteous bullies.

Oleander's Story. As a former member of the Tenders and being particularly sensitive to natural magic, Oleander became concerned that the Heart of Ice was starting to cause the strange weather that seemed to follow the Children of the Blue Rose as they headed south. She urged Flash to sell it to the Stonehoof Protectorate for a quick profit instead of carrying it all the way to the Tanglewilds. After Flash refused, Oleander attempted to steal the Heart of Ice to carry out her plan by herself. She was caught by the other members of the Children of the Blue Rose and after the ensuing fight, was left here in Morabaar alone as the rest of the crew continued to Cleave.

What Oleander Knows. Oleander knows her former companions' strengths and weaknesses. She is aware that Flash was commissioned to retrieve the Heart of Ice from the Temple of Rime and Reason by someone powerful in the Luzos Regency, but she is not aware it was the Regent herself who employed them. As an ex-Tender and arcanist, she is aware that the Heart of Ice is an extremely powerful magic item that contains potent elemental water magic, but she does not know its true nature or that the Aspect of Water is trapped within it.

Call of Nature. Despite her dishonorable exit from the Tenders, Oleander does still feel a strong connection to nature. Even though she hasn't yet accepted that her exploitation

of plants for her own gain is wrong, she is suppressing the feelings of guilt that haunt her. There is a possibility that Oleander could turn over a new leaf and start to use her skills for unselfish ends.

Oleander uses the **mage** stat block with the following alterations:

- She has a walking speed of 35 feet.
- She can make the following attack: **Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.
- She has the following spells prepared:
  - Cantrips (at will): *druidcraft, fire bolt, light, mage hand*
  - 1st level (4 slots): *entangle, fog cloud, Kren's kindness*, mage armor, magic missile*
  - 2nd level (3 slots): *spike growth, suggestion*
  - 3rd level (3 slots): *arboreal eruption*, call lightning, plant growth*
  - 4th level (3 slots): *blight, wall of fire*
  - 5th level (1 slot): *antilife shell*

Oleander's Traits

Ideal. "I have power. Why not use it?"
Bond. "Flash and the others betrayed me… yes, I betrayed them first, but that's beside the point."
Flaw. "I am deeply selfish."

A FROZEN FORGE

Morabaar's forge stands on the eastern edge of town. It is a squat building with a wide porch roof on one side where gargaths can be shoed. Unlike most of the buildings in Morabaar, it is made of large blocks of sandy colored stone. Currently, shutters are pulled down around the porch and the windows are boarded up on the inside. Despite appearing abandoned from the outside, thick plumes of smoke rise from the forge's chimney. Inside, the blacksmith, Thrang, is being hidden by his apprentice, Kalan, as he is becoming a frostburned.

Helping Thrang. If the party asks where they can acquire weapons or metal adventuring gear, any NPC in town directs them to the forge. However, they note that the blacksmith, Thrang, hasn't been seen in several days, which is very unusual. Alternatively, if the party does not investigate the forge on their own accord, a worried citizen of Morabaar approaches them. A capran member of the Velden Guard named Huva Nighthoof [she/her] is a good friend of Thrang's but she hasn't seen him in days. She asks the party to check in on him. Her own attempts have been turned back by Thrang's apprentice, and Hulva is now being kept busy by Officer Bluffhorn on the investigation into the frostburned.

If the party doesn't investigate Thrang's situation within half a day of being asked, the situation worsens dramatically. Turn to **Bluffhorn Blusters In** to continue the adventure.

Thieving Apprentice

As the party approaches the blacksmith's, a successful DC 12 Wisdom (Perception) check reveals a hooded figure furtively entering the building while looking around nervously and staggering a little under the weight of the stack of wood in their arms. This is Kalan (**commoner**), Thrang's apprentice. He is a narrow-faced capran with a wispy brown beard and worried yellow eyes. His thin frame belies the strength he has built up working in the forge. Kalan cares deeply for Thrang and sees him as not only his mentor but as a father figure. Thrang took a young Kalan in after he was rejected by his family's nomadic trip for wanting to settle and become a blacksmith.

If the party approaches the forge and knocks on the door, Kalan opens it just a crack. The extreme heat from inside the building is immediately noticeable. Alternatively, if the party follows Kalan as he leaves the forge, they see him stealing wood from a pile outside one of the houses in town to bring back to the blacksmith's.

Invited In. The party can convince Kalan to let them into the blacksmith's with a successful DC 15 Charisma (Intimidation or Persuasion) check. If the party convinces Kalan that they want to help, he explains the following and invites them into the forge:

- His mentor, Thrang, is very sick with a disease that resembles what has been happening to the creatures on the grasslands.
- He has been gathering anything he can burn to keep the forge's fire stoked as heat seems to help Thrang.
- He doesn't want Bluffhorn to find out Thrang is sick as he's very worried Bluffhorn would harm Thrang or prevent Kalan from helping him.
- Bluffhorn is searching for someone to blame for the frostburned creatures and unseasonal winter afflicting the town, but Kalan thinks Thrang is a victim not the cause.

Breaking In. The door to the blacksmith's is locked and barred from the inside at all times. If the party fails to convince Kalan, he returns to the blacksmith's and locks the door. It can be opened with a successful DC 15 Dexterity check using thieves' tools or DC 18 Strength (Athletics) check. If the party broke in without first talking to Kalan, he rushes back to investigate if he hears the door being broken down.

Inside the Blacksmith's Forge

If the party enters the blacksmith's, either invited by Kalan or by force, they find the following scene:

> **A blazing hot fire roars in the forge, lighting an otherwise darkened room. Shadows flicker across the walls as a brightfang mustel sits in a wood chair placed dangerously close to the open forge doors. Despite the sweltering heat, he is dressed in a dark blue knit pullover while clasping a heavy blanket overhead like a hooded cape. The mug of tea in his hands shakes as he shivers and a thin layer of ice spreads over its surface.**

Thrang, the blacksmith (**thug**), sits by the fire shivering. He is a burly brightfang mustel with a bold black and white striped face. A successful DC 13 Wisdom (Insight) check reveals Thrang is very close to becoming a frostburned like the ones the party encountered in **Part 3**. Kalan tends to his mentor by pumping the bellows to keep the flames roaring in the forge. A successful DC 14 Wisdom (Perception) check reveals that the hotter the forge is, the easier it is for Thrang to speak. In mechanical terms, Thrang has 2 levels of the frostbitten condition, and has been kept from progressing to the later stages thanks to the heat of the fire. However, this is only a stopgap, and if he moves more than 5 feet from the heat of the forge or if the forge is doused, he rapidly transforms into a **frostburned*** over the course of 2 rounds.

An apprentice worries for his mentor

Alyse Stewart

Thrang explains the following through chattering teeth:

- He was caught in the storm that passed through several days ago, and the strange coldness taking over him has been getting worse ever since.
- He saw three figures fitting Klaythusar, Ostri, and Zaya's descriptions being swept up in the storm.
- The only thing that helps is the heat from the forge, which Kalan has been fueling day and night.

As the conversation continues the forge begins to run out of fuel again. Thrang becomes colder and finds it more difficult to speak. A successful DC 13 Wisdom (Medicine) check reveals that Thrang's condition could be helped by the application of extreme heat. In mechanical terms, this would involve taking 1 point of fire damage. In narrative terms, this could involve thrusting his hand into the forge, holding a glowing coal, or being hit by a spell that deals fire damage, such as the fire bolt cantrip. As an experienced blacksmith, the idea of doing something so reckless with fire is hard for Thrang to comprehend.

Time's Up. Immediately after the Medicine check is made, whether it is successful or not, there is an aggressive knocking at the door.

> **Thud, thud thud! The door shakes as someone hammers on it from the other side. Officer Bluffhorn's voice booms out, "Thrang, I know you're in there and I know you're to blame. Open up or I'll break this door down!"**

Roll initiative for the party, Thrang, Kalan and Bluffhorn. If Kalan acts before Bluffhorn, he moves to the door to try to hold it shut. On Bluffhorn's turn, the door bursts open at a blow from his warhammer, sending a shower of splinters into the room and sending Kalan sprawling to the floor if he was at the door. Continue the adventure in **Bluffhorn Blusters In**.

Bluffhorn Blusters In

Officer Bluffhorn (**Stonehoof official***) has identified Kalan as the thief of the fuel in Morabaar and decided this is enough evidence that Thrang is the "Winter Wizard". If the party is inside the blacksmith's when Bluffhorn arrives, read or paraphrase the following:

> **Officer Bluffhorn snorts and flexes his shoulders as he stands in the shattered doorway. "Don't be a fool, Thrang. Make this easy for us both and come out to face justice."**

Saving Thrang. If the party can convince Thrang to plunge his hand into the forge, or otherwise deals the needed fire damage to him, he loses one level of the frostbitten condition. Then, he won't turn into a frostburned if he moves away from the heat of the forge. However, if Thrang still has two levels of the frostburned condition when he leaves the forge, he will become a frostburned (see **Combat Outside the Blacksmith's**).

Combat Inside the Blacksmith's. Bluffhorn waits two rounds after he breaks down the door, before he attempts to grapple Thrang and drag him outside. If the party attacks or intervenes, the six Velden Guards (**guards**) accompanying Bluffhorn join the fight.

Outside Perspective. If the party is outside the blacksmith's when Bluffhorn arrives, read or paraphrase the following:

> **A thundering commotion erupts from the direction of the blacksmith's. A troop of Velden Guards stands outside with a mob of angry townsfolk gathered behind them. Officer Bluffhorn swings his warhammer and shatters the door before striding inside. He drags the hunched and shivering mustel blacksmith out into the snow. "I've got you now, Winter Wiz…" Bluffhorn's triumph is cut short the blacksmith transforms into a frostburned and grabs the capran officer by the neck with a paw suddenly armed with icicle-claws.**

Combat Outside the Blacksmith's. If Bluffhorn succeeds in dragging Thrang outside into the cold weather, Thrang transforms into a **frostburned*** at the start of his next turn. Once he becomes a frostburned, the process can no longer be reversed by the heat of the forge. Thrang attacks the closest creatures, trying to drain them of their heat. Kalan (**commoner**) vainly tries to prevent Bluffhorn and the six Velden Guards (**guards**) from harming Thrang.

Lost to the ice

Ben Hill

CONCLUSIONS

If the party helps Oleander escape Morabaar, she tells them that the Children of the Blue Rose are headed to Halara via the sea crossing at Cleave. Oleander travels with them as far as the edge of Stormcrag. In the middle of the night, she sneaks away, leaving the promised *spell scroll* of *greater restoration* and a note that reads:

> ***"You didn't have to help me, but you did. I can't say I understand why. You've given me a lot to think about. If I were braver, I'd come with you to give that dastardly Flash a good blasting. But I am what I am, so this is goodbye for now. Be wary of the Heart of Ice. There's something powerful, too powerful, in there that scares me more than anything. I hope you can deal with it, for all our sakes."***

Having been shown some kindness in her hour of need, Oleander reconsiders her own selfishness a little. Should the party encounter her again, she might be on a better path in life.

If the party turns Oleander in to Officer Bluffhorn, he gleefully arrests her, convinced that he was correct about the "Winter Wizard." The night after she is arrested, Oleander breaks out of the makeshift jail in Bluffhorn's office in a flashy display of powerful magic, which damages the town and injures several Velden Guards. From this point on, Oleander adds the party to her growing vengeance list.

If the party saves Thrang from becoming fully frostburned, he is immensely grateful. He offers the party the finest *grasswoven weapon** that he has ever created (choose the weapon type based on what suits your player characters). He recovers fully from the frostbitten condition after 1 hour next to a heat source such as the forge.

Bluffhorn still wants to blame Thrang for everything, but he can be convinced not to arrest Thrang with a successful DC 17 Charisma (Persuasion) check. If he does arrest Thrang, it does not last long as it soon becomes clear that the frostburned creatures and strange weather continues while the blacksmith is in custody.

If Thrang becomes fully frostburned, Bluffhorn takes this as proof that he was right all along. Once Thrang is defeated and becomes an ice statue, he orders the Velden Guard to take him out to the place where they have been shattering all the other frostburned creatures outside of town. Kalan fruitlessly attempts to stop the guards, but is arrested. The party can intervene and convince Bluffhorn not to shatter Thrang's frozen body with a successful DC 20 Charisma (Persuasion) check. Otherwise, only losing to the party in combat will prevent Bluffhorn from carrying out his plan.

If the party fights and defeats Bluffhorn, Morabaar turns against them as, although Bluffhorn is a braggart, he is still considered the town's protector. The party is no longer welcome here.

ONWARDS

From here, the quickest way to follow the Children of the Blue Rose and Klaythusar to Halara and the Tanglewilds is through the western Flashcrest peninsula of Stormcrag. If the party wants to go this way, turn to **Part 8**. If the party decides to take the longer overland eastern path through the rest of Stormcrag, turn to **Part 10**.

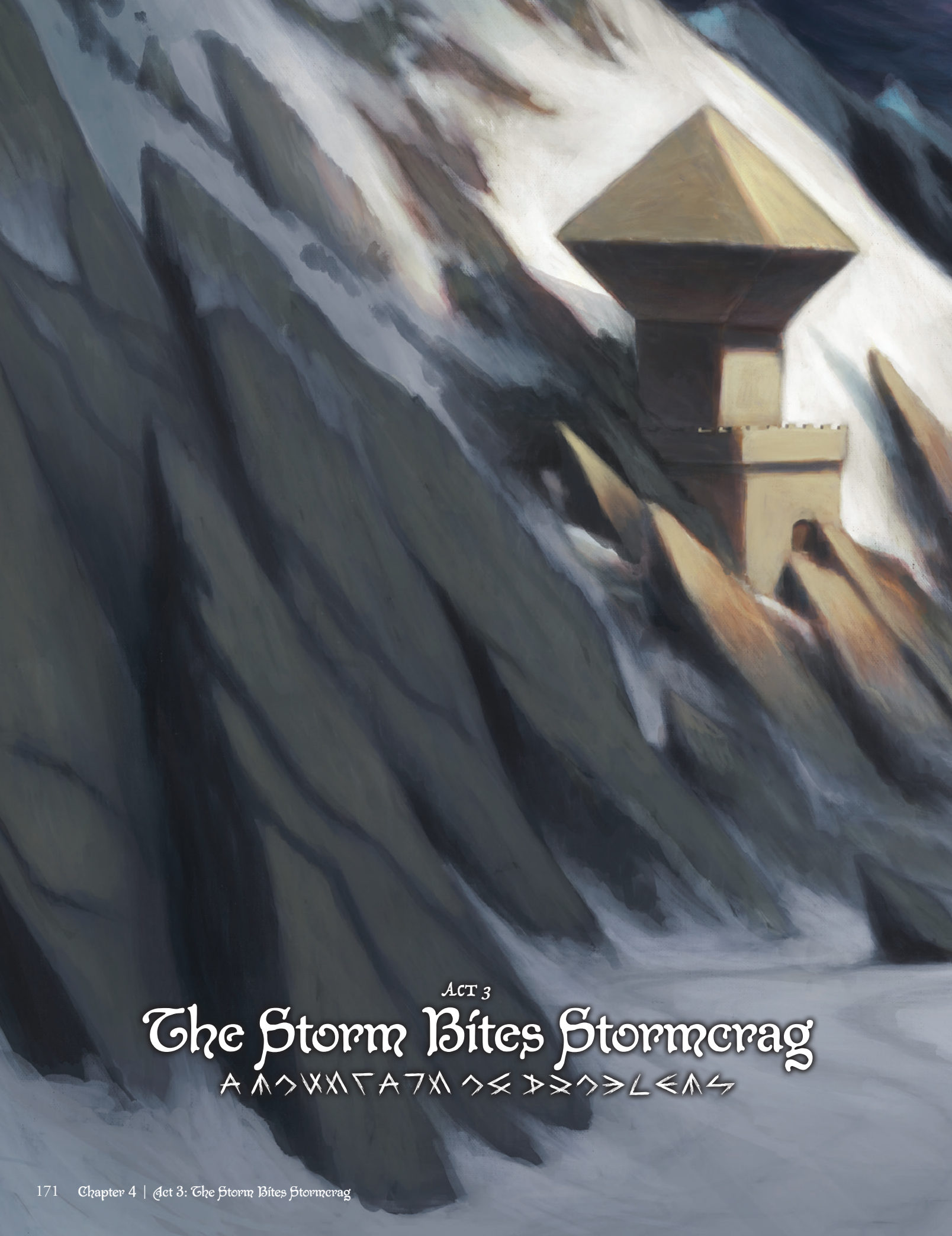
Whichever way the party chooses to go, the events of **Part 9** still occur. However, without the party there to save the city of Cleave, Klaythusar gains immense power. By the time they reach Halara in **Part 16**, Klaythusar has already allied himself with Regent Elisa, and the party's attempts to stop him will be much harder as he has access to all the abilities in his stat block during the party's time in the Tanglewilds.

REWARDS

After completing this part, the party advances to level 7.

The mentors tools

Matthew Spencer



Act 3

The Storm Bites Stormcrag

In the middle of Knowhere

John Barlow

Part 8: Shock in Stormcrag

A SHOCKING TALE

In Act 3, the party ventures into the mountainous region of Stormcrag. In the small village of Haver's Cliff, located on the Flashcrest peninsula, they encounter a remnant of ancient Fizzar technology causing trouble from across the centuries.

Long before the Shattering, the eldritch engineers called the Fizzars dug deep in the mountains of Stormcrag, searching for elementally charged crystals to power their work. Fizzar technology lies buried across the continent of Wesden. When unearthed as they have been in the sea caves near Haver's Cliff, these strange devices still cause trouble. An ancient Fizzar gadget called the *cadence channeler**, was eaten by one of the orephidians, lithe, subterranean lizards that eat the same elemental crystals that the Fizzars once mined. This gadget got lodged in its throat, transforming the usually reclusive orephidian into a ravenous monster. The magic item, combined with the orephidian's natural ability to absorb elemental energy, drove the **corrupted orephidian*** into a frenzy of hunger for elemental energy. It has already drained the power from most of the crystals in the caves, starving the other **lightning orephidians*** that live there.

The scared and unaffected orephidians kidnapped the one creature they thought could help them, **Arlo Greenwool*** [he/him]. Arlo is an elderly capran sorcerer with a deep, natural connection to the Flashcrest Caves. Arlo often visited the outskirts of the caves and cultivated a cautiously friendly relationship with the creatures within. Desperate, the orephidians dragged Arlo away from his home in the village of Haver's Cliff at night.

Even though Arlo wished to help the orephidians as soon as he realized their plight, he could not free the corrupted orephidian from the cadence channeler. Instead, he has become trapped as an unwilling power source. If Arlo is not rescued soon, he will perish. Then, the corrupted orephidian will emerge from the caves, seeking new sources of energy to devour, and the villagers of Haver's Cliff will be only the first casualties in its path of destruction.

Arlo Asks for Aid. To draw the party into this part, you can use the following hook. Arlo Greenwool had a message posted on quest boards across all parts of the Fortune Seekers, Wesden's Explorers' Association. The party can find one of these notes in Morabaar, or in another settlement along the route to Cleave. The note reads:

> ***"Esteemed heroes, I crave your aid. I can feel in my horns that the balance of nature has been upset. The caves near my home are the source. I would investigate alone, but I am not the young kid I once was. Please hurry to Haver's Cliff at the foot of Flashcrest Mountain and help me restore the balance."***

However, when the party arrives at Haver's Cliff, Arlo has already been abducted by the orephidians.

Arlo Greenwool

Emory Kjelsberg

THE STOLEN SORCERER

Flashcrest Mountain and Haver's Cliff

The western peninsular of the Stormcrag region of the continent of Wesden is renowned for the many thunderstorms that cluster around Flashcrest Mountain's peak. The storm's power magically filters down through the stone and causes strange crystals to grow in the caves below.

The village of Haver's Cliff lies on the coast at the foot of the tallest peak that gives the region its name, Flashcrest Mountain. The people here have used the glowing lightning crystals to light their homes for generations, but they know little about them. Haver's Cliff is a humble settlement. Homes are made from mountain stone; some are carved directly into the cliffside. Most people make a living fishing on the Spellsea or trading medicinal mountain herbs with the prosperous city of Cleave to the west.

The people of Haver's Cliff are friendly, though visitors are rare here, so the party's arrival attracts attention. Any NPC in Haver's Cliff can point the party toward Arlo Greenwool's home, which sits at the village's northern edge. If asked about Arlo, the villagers share that Arlo is a sorcerer, emphasizing that he is their friend regardless of his magical peculiarities. If asked to describe him, they note that he is the only person around

A corrupted orephidian sensing it's surroundings

with purple horns. The villagers are proud that Haver's Cliff has its very own sorcerer, which the much larger settlement of Cleave that is further down the coast doesn't have. The people of Haver's Cliff have a deep-seated rivalry with Cleave, which they feel looks down on them. Sadly for the village's pride, most people in Cleave don't even know where Haver's Cliff is.

Abandoned Band. Tuli Sandslip [she/her] of Haver's Cliff is a cheerful rockburrow jerbeen and leader of Haver's Cliff's village band. Tuli is a small but sturdy chinchilla-like jerbeen with dark gray fur. Her dear friend, Arlo Greenwool, didn't attend band practice yesterday. She asks the party to find Arlo. She promises to give them a set of *pipes of haunting* if they can bring Arlo home safely.

Strange Stone Eaters. The elusive orephidians that live in the caves near Haver's Cliff have been gnawing at the stones of people's houses. Wess Ironwing [they/them], a blunt raptor stonemason, asks the party to investigate. Wess has condor-like gray plumage, a bald pink face, and a strong hooked beak. Wess will give the party a *stone of good luck* if they can help. They suggest asking local sorcerer Arlo Greenwool for advice, as he often visits the caves where the orephidians live.

Arlo's Home

Arlo Greenwool's house stands just within sight of the rest of the village of Haver's Cliff. It is partially cut into the rock of the cliff that gives the village its name and partially built from rough-hewn blocks of the local gray stone. The outer part forms Arlo's parlor, where he cooks and entertains guests. The inner chamber is Arlo's bedroom. The walls inside the house are painted with cheerful murals depicting the mountains, wildflowers, and the people of Haver's Cliff. Outside is a small garden where Arlo grows local vegetables and herbs for brewing healing potions.

Signs of Struggle. When the party arrives, the wooden door to the house stands open, knocked off one of its hinges. A successful DC 13 Intelligence (Investigation) or Wisdom (Survival) check reveals translucent scales caught on the door's edge. With a successful DC 10 Wisdom (Perception or Survival) check, a creature can spot scrapes in the soft mud near the house as if something large dragged away someone with hooves. Following these tracks leads the party to the entrance of the **Flashcrest Caves**.

Inside the House. There are more signs of Arlo's kidnapping inside. The house is divided into two rooms by a wooden door that now lies splintered on the floor. There are smears of mud on the soft woolen rug in the parlor, and a wooden table with a vase of flowers has been knocked over. A clay water dish with the name 'Bromeliad' carved into it has spilled its contents on the floor. A successful DC 12 Intelligence (Investigation) check reveals two potions of healing (greater) inside a wooden cabinet.

Emory Kjelsberg

Scared Pet. In the bedroom, Arlo's pet beetle, Bromeliad (noncombatant), hides among the blankets that have fallen from the bed. Bromeliad is scared, shaking its shiny orange wing casings. If the party uses the speak with animals spell or similar methods, Bromeliad conveys that it was sleeping on Arlo's feet when huge monsters burst into the bedroom and snatched Arlo up in their slimy, dripping jaws. It does not know that the monsters are called orephidians but does know they dragged Arlo away to the nearby **Flashcrest Caves**.

FLASHCREST CAVES

The caves where the orephidians make their home are extensive. Many small tunnels are so narrow that humanoids can't squeeze through, while other areas have been carved away by water into larger passageways and chambers. Much of the cave system is flooded with icy cold water. Elementally infused crystals grow naturally in the caves and contain the power of lightning. A diet of these crystals infuses the **lightning orephidians*** who live here with electric energy. These crystals are why the ancient group of arcane scientists called the Fizzars mined here. This faction of Fizzars used the lightning crystals to power their technologies rather than harnessing elementals in batteries as some of their colleagues did. When they left this place, the Fizzars abandoned some of their machines. These technologies include elemental beams focused through crystal lenses to aid in mining and the *cadence channeler**. The caves are also home to **Fizzar slimes***, oozes altered by ancient experimentation.

Cave Features

The Flashcrest Caves have the following features unless otherwise noted:

Large Tunnels. The large tunnels are roughly 5 feet wide and 5 feet high.

Small Tunnels. The smaller tunnels throughout the cave are roughly 1 foot in diameter or narrower. These are only accessible by Tiny creatures or creatures who can squeeze through very narrow spaces, such as oozes and the orephidians.

Chambers. The floors of open chambers are covered with stalagmites rising from the floors, and stalactites growing from the ceilings. The ceilings are roughly 10 feet high.

Lightning Crystals. A naturally occurring phenomenon in Flashcrest Mountain, lightning crystals are imbued with the energy of the lightning strikes that hit the top of the peak far above. These crystals stud the walls of the caves, though many have been bitten off by orephidians, leaving only stubs. Most of the crystals have been drained of their power by the corrupted orephidian, leaving them dull and gray. When fully charged, they shine with a pale purple light, dimly illuminating the caves. Other than this glow, they have no magical properties unless refined so that the lightning trapped within can be released and directed.

Lighting. The caves are dark as the lightning crystals that usually illuminate them have been drained of their power.

The following areas correspond to **Figure C: Orephidian Caves**.

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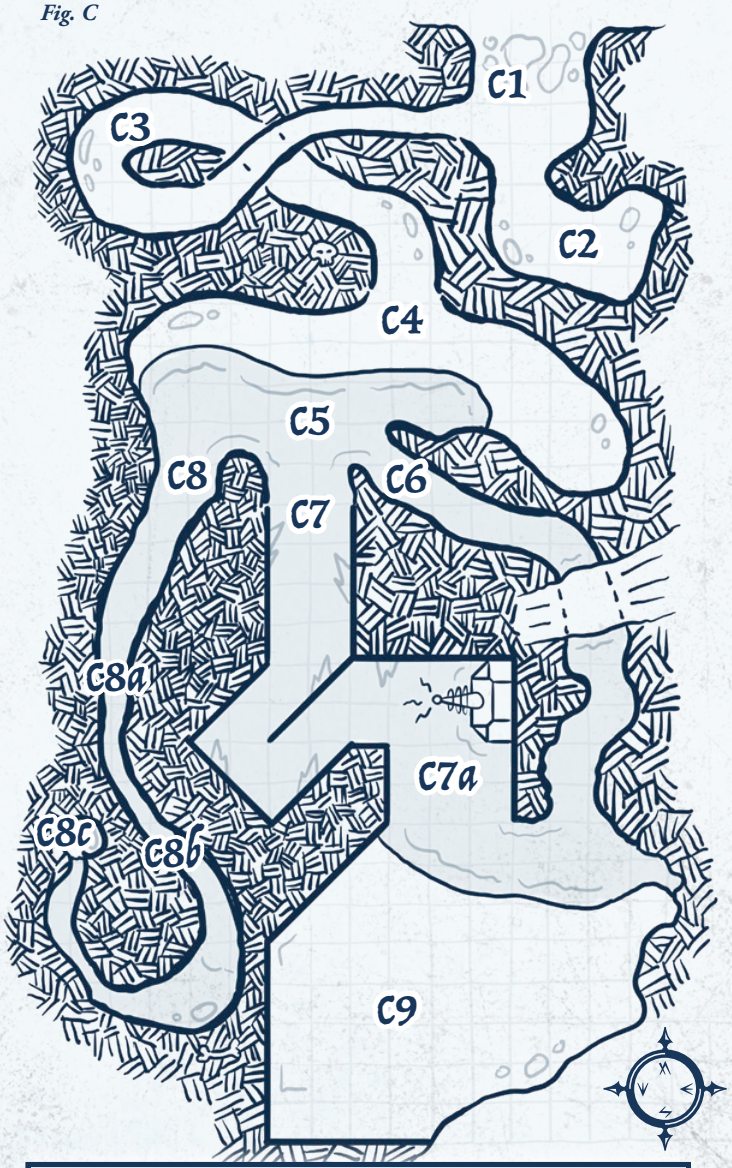
OREPHIDIAN CAVES

Fig. C



LEGEND

C1. Entrance
C2. Grotto
C3. Snaking Tunnel
C4. Orephidian Chamber
C5. Flooded Chamber
C6. Blocked Passage
C7. Laser Tunnel
C8. Deadly Dead End
C9. Fizzar Mine Chamber

C1. Entrance

The entrance to the cave is a crack in the gray stone wall of the cliff that rises steeply above you. The prickly scent of ozone fills the damp air inside like the promise of a thunderstorm. A scrap of blue woolen cloth is caught on a jagged prong of rock at the entrance, moving in a breeze as if being blown in and out of the opening by the breath of an enormous beast.

Ricardo Evangelho

The cave mouth is narrow, and Medium or larger creatures must squeeze to enter it. Inside, the tunnel opens out to be 15 feet wide. The blue cloth was torn from Arlo's tunic as the orephidians dragged him into the caves. The air movement is a natural phenomenon.

C2. Grotto

Barely illuminated by the light from the entrance, you can see a small alcove worn into the cave wall. Someone has left dozens of crystals carved into the shapes of folk here. There are tiny crystal caprans, jerbeens, and birdfolk of various kinds. All the crystal figures are a dull, smoky gray. On the wall behind the collection of tiny crystal people, there are long, sinuous creatures painted in white on the cave wall.

This small grotto is where Arlo often came to commune with the orephidians and the caves. He carved the figures in the forms of his friends in Haver's Cliff as an offering to the magic of the cave, wishing for the well-being of his community. A successful DC 15 Intelligence (Arcana) check of the crystals reveals that they once held elemental energy but have been drained recently.

Arlo also painted the images of the orephidians on the cave wall. If the party saw the murals inside Arlo's house, they recognize that these paintings are by the same artist. A successful DC 13 Intelligence (Investigation) check reveals that the paint is old and flaking, and the images were clearly painted years ago.

C3. Snaking Tunnel

Ahead of you, a long, narrow tunnel slopes downward before turning sharply out of view. The floor is slick with moisture, and a clean, metallic scent wafts up from the darkness beyond.

This tunnel is the hunting ground of Fizzar slimes, which lurk in the slim cracks in the walls. The slimes can be detected with a successful DC 14 Wisdom (Perception) check, which reveals something slimy shifting in the dark crevices. A creature that fails to notice the Fizzar slimes is surprised in the first round of combat.

Combat. As the party passes through middle of this 110-foot-long, 5-foot-wide tunnel, three **Fizzar slimes*** seep out of the walls. One emerges in front of the party, and one emerges behind them. The third sticks to the ceiling above the middle of the group. The slimes attack, aiming to prevent their prey from escaping.

Treasure. If the slimes are defeated, a lost piece of Fizzar technology can be found inside the remains of one of them. This is a single *boot of levitation*. The other half of the pair can be found in area C8. Unlike any modern magical item, the boot relies on an elemental power source. A glob of *telepathic goo** can be harvested from each of the dead Fizzar slimes, which characters can realize with a successful DC 14 Intelligence (Arcana or Nature) or Wisdom (Survival) check.

C4. Orephidian Chamber

The cave opens up into an airy chamber. A pair of long, lizard-like creatures with bodies ridged with purple tentacles are coiled together at the edge of a dark pool of water. You can see the steady pulse of their illuminated internal organs through their translucent skin. As the two creatures sense your presence, they rear up and hiss, turning their eyeless faces toward you. The slightly larger one places itself between you and the smaller one defensively.

These are two of the **lightning orephidians*** that live in this cave system. Since the corrupted orephidian began voraciously absorbing energy from the cave's lightning crystals, the other orephidians have begun to starve. This pair kidnapped Arlo Greenwool, hoping he could help free their brother from the Fizzar technology. A character that succeeds on a DC 15 Intelligence (Nature) check knows that orephidians are usually reclusive creatures that gain different elemental abilities based on their diet of magical crystals. A successful DC 15 Wisdom (Animal Handling) check reveals this pair is in poor condition. The color of their purple tentacles is dulled, and they seem undernourished.

Befriending the Orephidians. The orephidians won't attack the party unless the party attacks them first. They are scared but not hostile. If the party attempts to communicate with the orephidians with magic, telepathic goo*, or other methods, the orephidians convey the following information:

- A strange device has transformed their brother into a ravenous monster.
- They are hungry. The lightning crystals they usually eat have lost their elemental energy and become foul.
- The pair brought Arlo here to aid them, but the corrupted orephidian captured him before he could help.
- They will guide the party to the corrupted orephidian's lair, but they won't fight their brother.

Fighting the Orephidians. If the party attacks or causes the creatures to become hostile, the orephidians work as a team in combat. If one of the orephidians is killed, the other attempts to flee toward area C3. It won't flee toward area C5 as it is more scared of the corrupted orephidian than it is of the party.

C5. Flooded Chamber

At the rear of the cave, the floor slopes away dramatically as a pool of dark water fills the space under the low, jagged stalactites. There is a faint glimmer of blue light within the watery depths.

Areas C5, C6, C7, and C8 are flooded with cold water.

Orephidian Guides. If the party befriends the orephidians, the creatures lead them to the pool and indicate that they want the party to follow them into the water. Thanks to

their amphibious nature and the fact they don't rely on vision, orephidians can easily navigate the watery areas of their home.

Onward. Once the party enters the flooded chamber, they have a choice between three paths. To the east is a wide dark tunnel (area C6). In the center, there is a tunnel that has a bright blue light steadily glowing further inside (area C7). To the west, there is a narrow dark tunnel (area C8). If the orephidians are guiding the party, they swim toward area C6.

CAVE SWIMMING

Navigating the flooded portions of the caves is difficult for most characters.

Movement. The water-filled tunnels are difficult terrain due to the irregular spikes of rock and crystal that one must navigate around. Each foot of movement costs 2 extra feet for creatures without a swimming speed or 1 extra foot for those with a swimming speed.

Vision. The water is filled with murky silt, making it difficult to see underwater unless otherwise noted.

Magic. A creature that is holding its breath can only cast one spell with a verbal component before it starts to suffocate.

C6. Blocked Passage

This tunnel has been blocked by a rockfall and is entirely underwater. There is a tiny gap between the tumble of rocks. Purple light shines through from area C9, which is emitted by the corrupted orephidian there. Peering through the gap with a successful DC 16 Wisdom (Perception) check, which is made at disadvantage, a character can see into area C9.

Orephidian Guides. The orephidians from area C4 can pass through a tiny gap. They indicate the hole to the party, not understanding that it is too small for them to pass through.

Moving Through. If the party wishes to pass through this tunnel, they must find a way to dislodge the rocks and make a hole large enough for them. This can be accomplished with magic or physical means. Moving the rocks requires a successful DC 20 Strength (Athletics) check. A creature without a swimming speed makes this check with disadvantage.

Alerting the Corrupted Orephidian. If the party disturbs the rubble to access area C9, the vibrations alert the **corrupted orephidian*** there. It becomes aware that they are approaching and can't be surprised.

C7. Laser Tunnel

As you enter this tunnel, the source of the mysterious blue glow comes into sight. A beam of dazzlingly bright light is being bounced and split down the length of the tunnel as it hits shining purple crystals, forming a net. The beam's source lies somewhere out of sight around a sharp bend. It hurts to look at the light, and the water here is far warmer than the biting chill in the other tunnels.

This tunnel is 10 feet wide. It extends for 20 feet before narrowing to 5 feet wide as it turns back on itself and extends another 20 feet. From there, it widens to 10 feet again for another 15 feet. Unlike the other tunnels, this one is made from laboured stone, though it is overgrown with large crystals.

Laser Trap. The beam of light is produced by an ancient Fizzar mining laser activated by the recent magical activity in the caves. In the past, it was aimed at the solid rock wall to expose the valuable elemental crystals in the solid rock wall. In the centuries since, the device has slipped and tilted so that now its beam is refracting through the crystals, forming a dense and dangerous obstacle.

Touching the Beams. When a creature touches a laser beam, it takes 5 (1d10) radiant damage. An object that touches a beam takes full damage unless it is made of crystalline or reflective material, in which case the beam passes through it or reflects off it harmlessly.

Bypassing the Beams. A creature can safely swim through the net of laser beams by succeeding on three DC 16 Dexterity (Acrobatics) checks. Each time a creature fails one of these checks, it touches a beam and takes 5 (1d10) radiant damage. The beams can also be safely reflected with a mirror or similar item.

Deactivating the Laser. A creature attempting to switch off the laser must first come within reach of it. The laser is a 10-foot wide device that shoots a concentrated beam of radiance. The laser is located at C7a on the map. A successful DC 16 Intelligence check allows a creature to find the right switch to deactivate the laser. The laser can also be damaged and destroyed. It has AC 18, 75 hp, immunity to poison and psychic damage, and resistance to fire damage. If a creature within 5 feet of the laser hits it with a melee attack, the creature must succeed on a DC 15 Intelligence (Arcana) check to aim the attack carefully and avoid setting off a magical discharge of energy. A creature that fails its check takes 3 (1d6) radiant damage and drops all items it is holding. When the laser is reduced to 0 hit points, it explodes, releasing a shockwave that deals 7 (2d6) thunder damage to all creatures in area C7 and pushes them 10 feet away from it.

C8. Deadly Dead End

This area is filled with water. The 75-foot-long tunnel narrows considerably, and Medium creatures must squeeze at points C8a and C8b to continue forward. The tunnel eventually leads to area C8c, which is a dead end. Here, the roof of the water-filled tunnel raises slightly, creating a tiny pocket of air above a 3-foot wide ledge of rock just large enough for one Medium creature to lie prone on while squeezing. The air lasts for 1 minute before a Medium or smaller creature begins to suffocate, and if two creatures are here, the air only lasts for 30 seconds. There is no way forward from here.

Treasure. On the ledge of rock is the matching boot of levitation to the one found in area C3.

Josiah Cameron

LAIR OF THE OREPHIDIAN

C9. Fizzar Mine Chamber

You break the surface of the water and emerge into air hissing with electricity. This large cavern is partially made of worked stone, but the east wall has crumbled into a pile of rocks. The space is illuminated by lines of crackling power that writhe through the air, drawing energy from glowing purple crystals to a creature similar to the ones you encountered in the center of the chamber. You can see a disc of light glowing in the creature's throat through its translucent skin. The creature raises its head and roars at you, sending out a spray of acidic spittle, which fizzes on the stone by your feet. Behind the monster, an elderly capran slumped against a stalagmite is held in place by one of the bright lines of magical energy that seems to be pulling power from him to the creature.

This chamber was once a major mining site for the Fizzars. Unlike the other areas, the floor here is even and smooth, except for large stalagmites that have grown up over centuries due to the water dripping from the ceiling. One wall collapsed long ago, blocking off access to the deeper areas of the mine.

Overpowered Orephidian. The **corrupted orephidian*** is powered up by the *cadence channeler** it ate. As long as the *cadence channeler** is lodged in its throat, the orephidian is driven to consume immense amounts of power, which is directly absorbed by the device. The creature has already eaten most of the lightning crystals in other areas of the cave. Now, it is consuming the last of the energy from the crystals here and the arcane lifeforce of **Arlo Greenwool***, the caparan sorcerer.

Unlike its siblings, the corrupted orephidian is highly aggressive. It attacks any creature it senses, particularly focusing on ones that wield magic items or that have their own magical powers. It also tries to prevent anyone from freeing Arlo or disrupting the connection between them, which takes the form of a crackling line of purple energy.

Stuck Sorcerer. Arlo is restrained by the magical line of power connecting him to the orephidian and has two levels of exhaustion. The connection also allows the corrupted orephidian to use its Galvanizing Aura trait against Arlo from a range of up to 25 feet. Freeing Arlo ends the connection between him and the corrupted orephidian and this effect. A creature can free Arlo from the line of power by using its action to make a successful DC 16 Athletics (Strength) check to wrench him free or by casting *dispel magic* on him.

Removing the Cadence Channeler

If freed, Arlo tells the party that the orephidian is being affected by something lodged in its throat. The **corrupted orephidian*** won't willingly allow the *cadence channeler** to be removed from it. The party can attempt to reach into the creature's throat to grab the magic item, but it requires at least two people to succeed on the following checks in the same round. The first player must succeed on a DC 20 Strength (Athletics) check to pry open the corrupted orephidian's jaws, and the second must succeed on a DC 16 Strength (Athletics) check to reach in and rip the *cadence channeler** out. Each time a player attempts either of these actions, it takes 5 (2d4) acid damage from the orephidian's secretions. If the orephidian is incapacitated, restrained, or grappled, both checks are made with advantage, and if it is unconscious, the checks automatically succeed.

If the *cadence channeler** is removed from the corrupted orephidian while it is still alive, the orephidian can't use its Wild Energy action. It fights until the end of its next turn. Then, it collapses and immediately suffers four levels of exhaustion caused by the sudden loss of energy concentrated in the magic item.

> **The creature's sparking tentacles flop and go dull. As if in slow motion, the entire length of its body slumps to the floor, coiling upon itself. It is still breathing, drawing in ragged gasps of air.**

Arlo and the Orephidian. If Arlo is still alive, he pleads with the party not to kill the corrupted orephidian. He says it was not the creature's fault that it began consuming so much power while under the influence of the magic item. Arlo wants to help it recover from the injuries it received in the fight and from the *cadence channeler**. If the party kills the orephidian despite Arlo's pleas, he begins to weep, and once they return to Haver's Cliff, he won't speak with the party.

Treasure. If the party retrieves the *cadence channeler** from the orephidian while it is still alive, they can keep the magic item. Arlo advises that they be cautious about using it after seeing what it did to the orephidian.

Killing the Orephidian

Autodestruct. If the orephidian is killed in combat while the *cadence channeler** is still lodged in its throat, the item's autodestruct activates. Fizzars were often highly protective over their work and didn't want their devices falling into the claws of rivals, so many of their technologies explode if the attuned user dies. At the moment of the corrupted orephidian's death, the *cadence channeler** begins to glow white hot, burning out through the creature's skin. A concussive wave of energy pulses outward, and each creature within 20 feet of the corrupted orephidian must make a DC 19 Constitution saving throw, taking 10 (3d6) force damage on a failure or half as much on a success as the *cadence channeler** autodestructs.

> **The creature collapses, and the lightning surrounding it fades. The glowing light inside its throat intensifies and flashes white. A moment later, you are blasted with an energy pulse as whatever was inside the creature destroys itself.**

Treasure. If the *cadence channeler's** autodestructs, the party can still salvage the item. However, it won't function as a magic item until it has been repaired by someone with sufficient understanding of Fizzar technology. A gadgeteer can repair it with a successful DC 17 Intelligence (Arcana) check. Otherwise, Shine, an NPC the party meets in Part 13, or Natu, an NPC the party meets in Part 16, can repair it for them.

Arlo's Tears. If the party kills the orephidian in combat, Arlo weeps as he cradles its head in his lap. He thanks the party for rescuing him but wishes that the orephidian had survived. If the party retrieves the *cadence channeler** from the orephidian's corpse, Arlo asks that the party take it far from here.

CONCLUSIONS

If the party defeated the corrupted orephidian without killing it and rescued Arlo, the journey out of the cave is guided by the other orephidians, who help pull Arlo through the flooded sections. Arlo joins the party when they leave, noting that he needs herbs from the village to nurse the corrupted orephidian back to health.

A crowd of villagers has gathered outside the cave, and they erupt with joy at seeing Arlo. His good friend Tuli Sandslip rushes to embrace him. Arlo thanks the party for their aid. Although the town has little to offer the party as a monetary reward, they throw a party to celebrate the return of their friend.

Over the next few days, Arlo helps the corrupted orephidian regain its strength, though it has been forever changed by its encounter with Fizzar technology. Without their energy being drained by the corrupted orephidian, the crystals regain their purple glow as the storms recharge their elemental power. The orephidians can again eat the crystals and no longer come into the village to gnaw on stone houses.

If the party killed the orephidian and rescued Arlo, Arlo's friends quickly sense his somber mood when they meet him outside the cave. The villagers offer the party a place to stay for the night and any promised rewards, but they make no effort to encourage them to stay any longer than they need.

If Arlo did not survive, the villagers are distraught at the loss of their friend. They thank the party for trying to save him, but the mood in Haver's Cliff is bleak. The party is sent on their way with any promised rewards, but they do not earn the admiration of the villagers.

Where to Next?

Arlo mentions that he has an old arma hedge friend named Monzon of Slate [they/them] in the city of Halara in the Tanglewilds who studies ancient technology. He asks that the party take the *cadence channeler** to them and send word back to him with any information they learn about what can be done to prevent any similar devices that might be deeper in the mines from affecting the orephidians. He gives the party a letter addressed to Monzon explaining the situation. If the cadence channeler* was damaged, Arlo mentions that Monzon might be able to repair it. If Arlo can't deliver this information, it can instead be provided by Wess Ironwing, Haver's Cliff's stonemason.

From Haver's Cliff, it is only a few day's journey to Cleave along the coast. The weather becomes increasingly stormy and dark clouds cover the sky without a break. As the party travels, any character with a passive Perception of 14 or higher notices that the Spellsea to the south is growing rougher and rougher by the day. This is due to Klaythusar's activities in Cleave, which are detailed in **Part 9**.

Fizzar technology gone awry

Brendan Lancaster

Part 9: Catastrophe at Cleave

Looking to cross into the Tanglewilds, the party continues their path down to Cleave, as the dramatic storm continues to grow over the Spellsea.

In Cleave, they find the coastal city in chaos, as Klaythusar uses patched together Fizzar technology to drain elemental power from the water of the Spellsea in an attempt to restore himself to his former glory.

Out at the pier, the harbormaster's office is frantically trying to get ships secured, calling back vessels to keep them away from the storm. They are also struggling to keep people calm with many reports of strange happenings within the storm, including a missing patrol ship. Klaythusar has used flying Fizzar machines to capture ships, creating a protective flotilla around him while he harnesses elemental power from the Spellsea. To stop Klaythusar, the characters must battle frostburned and hollowings before destroying the platform Klaythusar is using to power the storm.

ARRIVAL IN CLEAVE

When the party arrives in Cleave, they are greeted by a city in the clutches of a deadly storm.

> **A bustling seaport city sprawls itself along a rocky coastline, dotted with stone buildings. The pier is in disarray as massive cargo barges and tiny fishing boats alike try to find free space to dock their vessels securely. Behind them, a turbulent and growing storm swirls violently above the sea, arcs of ice-blue lightning crackling through the dark clouds.**

It takes twenty minutes to get from the gates of Cleave to the pier. As the party gets closer to the pier, the skies get darker and darker, and the citizens of Cleave start putting the city into lockdown. The **Cleave Chaos** table has some scenes the characters might come across as they rush down to the docks.

Cleave Chaos

d4	Scene
1	A bolt of lightning strikes a flagpole on the roof of a tackle shop, setting the flags on fire.
2	An elderly gallus nearly tumbles from her window trying to bring in her drying laundry before it blows away in the wind.
3	A vulpin merchant pushes a cart overloaded with shipping crates, attempting to get his shipment to his warehouse in one trip before the storm gets worse.
4	Two young lumas, anchored to a porch by rope, challenge either to stay aloft as long as they can on the storm winds.

DOCKS ON THE ROCKS

> **Along the stone wharves, dockworkers struggle to control the panicked sailors, frantically tethering boats and directing others. Overlooking the port is a tall stone outcropping with a wooden staircase leading to a small cave entrance. A frustrated looking cervan stands at the cave mouth and yells, "Come now everyone, we've had more storms in Cleave than any of us can remember, and this one is no different. Stay calm!"**

When nobody reacts, the cervan throws her arms up in resignation and returns inside the cave.

A dockworker can inform the party that the grove cervan is the harbormaster of Cleave, and is named Rein [she/her] (**scout**). The characters are free to make their way up to her cave office, though everyone will warn them that she is likely in a bad mood.

The Harbormaster. Rein can be found in her cramped office, sitting at a desk stacked with paperwork. Behind her is a large window that gives a nearly bird's-eye view of the pier and the Spellsea. Mounted at the window is a large spyglass. She does not have time for idle chatter. Without being rude, Rein makes it clear that unless the party has business related to sea trade, sailing, or harbor safety she must focus on her work. Although she deals with disputes and other minor problems that occur every day on the quayside, today has been exceptionally busy. A steady flow of sailors disrupts Rein from her work to report on unusual activity out at sea. She gives everyone the same response: this is just another storm, and Cleave will weather it as it always does.

With a successful DC 15 Intelligence (Investigation) or Wisdom (Perception) check, a character looking at the paperwork on the desk notices a ledger that shows patrol ships have failed to report in on schedule.

Creatures in the Storm. The vantage point provided by the height of the harbormaster's office gives the party a clear view of the storm. A character who watches the storm closely for a minute or more notices small winged shapes moving in the swirling storm cloud. Looking through the spyglass and succeeding on a DC 15 Wisdom (Perception) check allows the character to identify that the flying shapes are mechanical in nature, built with scavenged Fizzar tech.

Convincing Rein. Rein is not unreasonable and will listen if the characters show genuine concern for the people of Cleave. A character that succeeds on a DC 15 Charisma (Persuasion) check, Rein is convinced that Klaythusar is a threat. If a character spots the mechanical Fizzar devices in the storm and shows them to Rein, the Persuasion check is made with advantage. After she is convinced of the danger, she rings a loud bell that hangs just outside her office, telling everyone except for the small group of

sailors dedicated to harbor defense to head home immediately. Rein shares the following information with the party:

- She has been inundated with reports of strange sightings at sea such as increased "sea monster" activity and isolated patches of rough, churning water.
- The harbormaster's office has one vessel at the pier and five others out on patrol in the Spellsea. She has not heard from any of the five on patrol since the storm arrived.

The Last Patrol Boat. Rein offers passage on the remaining patrol boat if the party is willing to go out and stop Klaythusar, as well as bring back any information on the five missing patrol boats. The patrol boat is captained by a raptor named Arvid [he/him] (**veteran**) who sees this storm as a real way to show his mettle. His patrol boat is 15 feet wide and 35 feet long, and has a movement speed of 40 feet. It has an AC 16 and 200 hit points.

Going It Alone. Should the party fail to convince Rein they will have to seek out a vessel for hire. The only captain willing to take on the task is an opportunistic corvum named Peet [she/her] (**bandit captain**). Peet runs a tour around the coves and bays of the Spellsea, and she won't risk her tour boat for less than 50 gp per passenger. Her tour boat is 15 feet wide and 30 feet long and has a movement speed of 25 feet. It has an AC 14 and 150 hit points.

INTO THE STORM

It takes twenty minutes through torrential rain for a boat to get within 30 feet of the storm barrier.

Visibility. The downpour causes the area outside the storm barrier to be lightly obscured. When the party first approaches the swirling storm barrier, read or paraphrase the following:

> **The sound of whipping winds and rumbling thunder is deafening as the boat bucks against the choppy waves. Bolts of lightning arc through the storm, seeming to originate from something at the center. Large shapes can be seen bobbing in the water beyond the storm wall, silhouetted whenever lightning strikes.**

On the Water

The storm barrier is a 65-foot-radius dome centered on Klaythusar's rig (see **Figure D: Floating Fortification**). Crossing the barrier means being slammed by the storm and bits of driftwood dredged up from the seafloor. Any creature passing through the storm barrier must make a DC 15 Constitution saving throw. A creature takes 2d6 bludgeoning damage and 2d6 cold damage on a failed save, and half as much damage on a success. Anyone behind three-quarters or full cover makes this save with advantage.

Hidden Hollowings. There are six **water hollowings*** in the water near the edge of the storm barrier. They have risen from the depths of the Spellsea, enraged by Klaythusar's makeshift energy syphon which they are unable to reach.

When the boat approaches within 10 feet of the storm barrier, the hollowings rush towards it and attack. The hollowings focus their attacks on the boat itself, trying to capsize it. Each time a hollowing attacks the boat, the vessel's captain must make a DC 12 Strength saving throw to maintain an even keel. If the captain of the vessel has proficiency in vehicles (water), they can add their proficiency bonus to the check. If the captain fails this check three times, the boat capsizes, depositing all creatures in a water space within 5 feet of the boat. If the boat has more than half of its remaining hit points it continues to float upside down in the water, otherwise it begins to sink rapidly into the Spellsea. Any hollowings that remain start attacking the creatures in the water.

Dangerous water

Scott Murphy

FLOATING FORTIFICATION

Fig. D

Samantha Rustle

In the Eye

When the party crosses the storm barrier, read or paraphrase the following:

> **The sea churns in a slow whirlpool, sluggishly drifting five patrol boats around a column of water at the center of the storm. Above the water column hovers a makeshift platform of metal and wood, on top of which sits a large sphere of ice. Inside the ice are three figures; Zaya and Ostri, bound back-to-back with a ring of ice around their chests, and Klaythusar standing triumphantly. The platform beneath his feet siphons water up towards him, and he seems to grow stronger with every moment. Arcs of electricity leap from the platform to the boats, and strange mechanical flying machines buzz in the air with unknown purpose.**

Klaythusar's Ritual. Klaythusar's makeshift platform is a 10 foot diameter disc that hovers 10 feet above the surface of the water on top of a 5-foot radius plume of water. A creature that enters the space of the plume for the first time on a turn takes 4d10 bludgeoning damage and is pushed back to the space it originated from.

The frozen sphere that surrounds Klaythusar is impenetrable, any damage to it is mended immediately by the sheer elemental power of the swirling storm and siphoned water. It can only be shattered by disabling Klaythusar's platform.

The platform has an AC 17, 50 hit points and immunity to lightning, poison and psychic damage. A creature that hits the platform with a melee attack takes 1d8 lightning damage and is thrown back 20 feet. Destroying the platform stops Klaythusar's ritual, preventing him from absorbing enough elemental energy to stabilize his powers.

Lightning Bound Boats. The five ships are what remain of the harbormaster's patrol boats, their crew turned into **frostburned*** by Klaythusar. Each ship has two frostburned on board, mindlessly attacking anyone who gets nearby. If Arvid is with the party, he recognizes the crew and refuses to engage in a fight with them. The frostburned cannot operate the ships. The five ships are connected to the central platform and to their neighboring ships by crackling arcs of lightning. The lightning keeps them from drifting, and is anchored to metal boxes in the center of the decks of the ships. The metal boxes are channeling elemental energy from the Spellsea and helping stabilize Klaythusar's platform. A character who succeeds on a DC 17 Intelligence (Arcana) check can learn how to disable the box and it requires an action to do so. If the character making the skill check has access to the notes found in the Fizzar facility in **Part 5**, they roll with advantage to understand the devices.

The boxes can be destroyed manually, though it is dangerous to do so. Each box has an AC 14, 20 hit points and immunity to poison and psychic damage. A creature that hits one of these boxes with a melee attack takes 1d4 lightning damage. Disabling or destroying a box severs its connection to the platform and neighboring boats, and does 10 force damage to Klaythusar's platform.

Airborne Menaces. The three flying devices are **Fizzar drones*** created by Klaythusar and each powered by a lightning battery. The drones are under directive to create obstacles for the party first, and attack only as a last resort. These constructs assist the frostburned crew of the harbormaster's patrol vessels, making repairs and pulling in other ships to allow the frostburned to board easily. The drones have been equipped with powerful grappling hooks, which provides them with the following additional action they can take on their turn:

- **Grappling Hook (Reload 5-6).** *Ranged Weapon Attack:* +4 to hit, range 30 ft., one target of Huge size or smaller. *Hit:* The target is dragged 20 feet towards the drone.

Endangered Allies. Zaya and Ostri are trapped inside the frozen sphere with Klaythusar, bound together by a ring of ice. Klaythusar is keeping them alive as hostages, hoping that their presence will stop anyone who makes it through the storm barrier from interfering with his ritual until it is complete. They cannot be freed until the ritual is stopped, upon which they will be freed of the ice and drop ten feet down into the Spellsea.

Klaythusar's Ritual

The raw elemental power of the Spellsea is being siphoned up through the platform by Klaythusar, who is using it to fuel his ritual to restore control over his powers. When the party crosses the storm barrier for the first time, have them roll initiative if they haven't already. The final stage of the ritual requires all of Klaythusar's focus, and the party has a limited amount of time to stop him.

Starting on turn two of combat, on initiative count 20, Klaythusar must make a DC 18 Constitution saving throw. On a successful save, he absorbs more of the elemental power from the Spellsea, and every creature within the storm barrier except for Klaythusar, Zaya and Ostri must make a DC 13 Dexterity saving throw, taking 2d8 lightning damage on a failed save and half as much on a success. If Klaythusar fails the Constitution saving throw, he roars in agony as the out of control elemental magic lashes out at him. To complete the ritual, Klaythusar must succeed three times on the Constitution saving throw.

Slowing Down The Ritual. The party can slow down the ritual by disabling or destroying the boxes on the patrol boats. For every disabled box, Klaythusar suffers a -2 penalty to his Constitution saving throw. Additionally, when a box is disabled, one of Klaythusar's previous successes is cancelled out.

A Plot Foiled

If the party stops the ritual, read or paraphrase the following:

> **The sphere of ice that hovers above the destroyed rig cracks and turns into a vortex of snow. From within, Klaythusar snarls with rage and before he can utter a single word the sphere bursts outwards in a blast of ice.**

Each creature in a 20-foot-radius from the sphere must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 2d8 bludgeoning damage and 2d8 cold damage and is pushed 30 feet away from the explosion. On a successful save, the creature takes half as much damage and is not pushed.

The eye of the storm

Brendan Lancaster

Aftermath

The explosion sends a devastating shockwave back to Cleave's docks.

Zaya and Ostri. The two beleaguered archeologists can be found struggling to swim in the water beneath where the platform was floating. They are tired and hungry, but otherwise alive. As soon as Ostri is safely out of the water, he falls unconscious from shock.

Missing Fizzar. No evidence of Klaythusar can be found in the aftermath of the failed ritual. It is assumed that his frail form could not handle the ritual and that what is left of the Fizzar has descended to the depths of the Spellsea.

Survivors. The ships that were used in the flotilla were badly damaged in the blast and sinking fast. If the party was able to subdue the frostburned crews, they can be saved on life rafts found on the deck of each of the harbormaster's vessels and safely brought to shore.

When the party gets back to the docks, read or paraphrase the following:

> **Broken ships are smashed upon the rocky shores of Cleave with ice forming in waves as the storm grows. A galeforce blows through the caverns, howling and threatening to cause more damage.**

If Rein was convinced of a threat by the party, she spoke to city officials who issued a shelter in place order, thus minimizing casualties. Otherwise, there are injured civilians on the docks.

CONCLUSIONS

Rein and the rest of Cleave begin the arduous task of rebuilding the docks. Rein thanks the party for risking their lives to stop Klaythusar, and makes sure they have rooms at a dockside inn to rest. If the party mentions transportation to the Tanglewilds, Rein shakes her head in dismay. Even if there was an undamaged ship left in the harbor, the terrible storm still rages on the Spellsea and Rein has locked down all travel until it passes.

If the party stopped Klaythusar's ritual, he is assumed dead by witnesses and the people of Cleave celebrate the party as heroes for averting disaster. In reality, the blast damaged most of his physical form. The sudden infusion of elemental energy turned Klaythusar semi-corporeal and able to blend in with the weather. To prevent the party from causing him more trouble, he has used his waning power to amplify the ongoing storm making travel by sea impossible. Klaythusar continues south towards Halara, hidden in a terrible ice storm, seeking the Heart of Ice.

If the party failed to stop the ritual, Klaythusar is infused with more elemental energy than ever before. He is much more powerful, but still requires the Heart of Ice to fully stabilize and control his magic. He destroys the docks and several of the dockside buildings as well. There are many casualties, and it will be a few years before Cleave can properly rebuild. Klaythusar, in plain sight, descends on Halara threatening the city with the ice storm until the Heart of Ice is handed over to him.

Next Steps

With the apparent defeat of Klaythusar, the party may wish to stay in Cleave to recuperate and explore. Zaya is happy for some rest after her and Professor Ostri's harrowing journey, but reminds the party that the Children of the Blue Rose still have the *Heart of Ice** and is concerned that it can still be used for something nefarious. She tells the party that Klaythusar seemed to have a connection with the *Heart of Ice** and felt its presence in the Tanglewilds.

Although the sea crossing is blocked by the impassable storm, it is still possible to travel through the mountains of Stormcrag to reach the Tanglewilds. Zaya asks the party to escort her to Halara so they can warn the people there about the dangers of the artifact. As his injuries are more severe, Ostri stays in Cleave to recuperate unless the party requests that he accompany them. Zaya suggest that the party return Ostri's *resonant journal** to him so that they can stay in contact.

Nine Simpson

Part 10: Frostguard's Warm Welcome

This part takes the party deep into the Stormcrag. After the tumultuous events in Cleave, they can find some rest and respite in the cozy warren of Frostguard as they make their way toward the Tanglewilds via the long overland trek through the mountains. This is a chance to enjoy the softer side of Everden and gather strength for the adventure ahead. Any NPC in Cleave can recommend that the party break their journey at Frostguard, a warren located deep in the northern mountains of Stormcrag. Frostguard has a reputation as a welcoming place where travelers can restock their supplies during long journeys.

However, all is not well in Frostguard. While in the warren, the party can solve a mystery involving a **feliad stalker*** that has been blown far from its home in the jungle by Klaythusar's storm. They can also pick up clues that can help them before they arrive at Bloomdoor Warren in **Part 11**, which has been afflicted with the frostburned curse.

KLAYTHUSAR'S STORM IN STORMCRAG

The storm created by Klaythusar at Cleave shows no sign of stopping. To reach Frostguard, the party must trek through the mountains and this storm.

Traveling through the Storm. A member of the party must make a Wisdom (Survival) check to navigate the narrow paths through the peaks. Characters from the Stormcrag region have advantage on this check. Depending on the result, the party encounters the following situations:

Klaythusar's Storm in Stormcrag Encounters

DC	Encounter
20+	The party discovers a well-prepared but unlucky rockburrow jerbeen mountaineer named Gussy Greytail of Greenspine Gate [they/he]. Gussy has become wedged in a deep crevasse, held above the depths only by their enormous backpack. If the party rescues him, as thanks Gussy offers the party a rope of climbing.
15–19	As the party climbs upward, a mudslide courses toward them. Each creature must succeed on a DC 15 Dexterity saving throw or take 18 (4d8) bludgeoning damage and be swept down the mountainside.
10–14	Hail stones begin pelting down from the sky, dealing 2 (1d4) bludgeoning damage every minute. The party can either seek shelter with a successful DC 15 Wisdom (Survival) check or create some sort of defensive shield if they wish to continue.
0–9	The heavy rain makes progress impossible as it heavily obscures the way forward. In the blur of rain, the party is attacked by two **earth orephidians*** using the rain as cover to hunt larger prey. The heavy rain continues for 12 hours.

To make the journey more difficult or to give a larger sense of scale, have another party member repeat the check or choose additional encounters from the table. Once the party has overcome at least one of these encounters over the course of several days, they reach Frostguard Warren, a small settlement where they can find shelter and information.

WHAT IS ZAYA DOING?

If Zaya is accompanying the party, she is happy to follow their lead. Though she is keen to press forward and warn the Tanglewilds about the dangers of the *Heart of Ice**, Zaya is still quite shaken by her time with Klaythusar. Therefore, she is glad for the rest and respite available at Frostguard. She spends much of her time in **The Hospital**, receiving care for her injuries, and does not actively join the party during encounters in this part. Zaya is always available for consultation and roleplaying scenes but does not join in any combats or investigations.

ENTERING FROSTGUARD

Ahead, a warm light shines above a round door cut into the mountainside. Between you and it is a crevasse so deep you can't see the bottom. Two halves of a wooden bridge flap limply from carved posts on either side as the high winds and rain buffet it.

Broken Bridge. The bridge connecting Frostguard to the main path has been damaged by the storm. The crevasse it typically crosses is 40 feet wide and over 800 feet deep. The bridge is made from 5-foot wide planks of wood connected by rope. The first 20 feet of the bridge hangs on the side closest to the party, and the remaining 20 feet hangs on the other side. The sturdy posts on either side are carved with rockburrow jerbeens and flowers. Any reasonable method can be used to repair the bridge or cross the crevasse. If a character uses a suitable tool proficiency, such as carpenter's tools or tinker's tools to repair the bridge, the DC is 15.

Frostguard's Front Door

The main entrance to Frostguard is locked. If the characters knock on the door, it is opened by an elderly rockburrow jerbeen named Emi Whiskerwisp of Frostguard [she/her] (**guard**), one of the warren's guardians. She welcomes them in out of the rain, fussing over their wet clothing.

As the door closes behind you, shutting out the wind and the rain, you are embraced by the warmth of the warren. Lanterns filled with glowing bugs line the smooth stone walls of the entrance tunnel. A rockburrow jerbeen whose dark fur has turned white with age around her nose ushers you in. "Oh, my poor sopping sweethearts. We didn't expect any visitors in this storm, but I'm glad you're here safe and sound, my flowers. Now, don't worry about dripping on the floor. Follow me."

If the party successfully picks the lock (DC 17), Emi is waiting on the other side of the door and scolds them for their rudeness, but she won't turn them away from the safety of the warren. Either way, Emi leads the party to the warren's central hall

Frostguard Warren has the following features unless otherwise specified:

Lighting. It is well-lit by a combination of magical and bug-filled lanterns.

Ceilings. The ceilings are relatively low, at around 6 feet. Very tall characters have to stoop slightly as they move around the warren, but they don't have to squeeze.

Tunnels. The tunnels are 15 feet wide in the main areas and 10 feet wide in the residential areas.

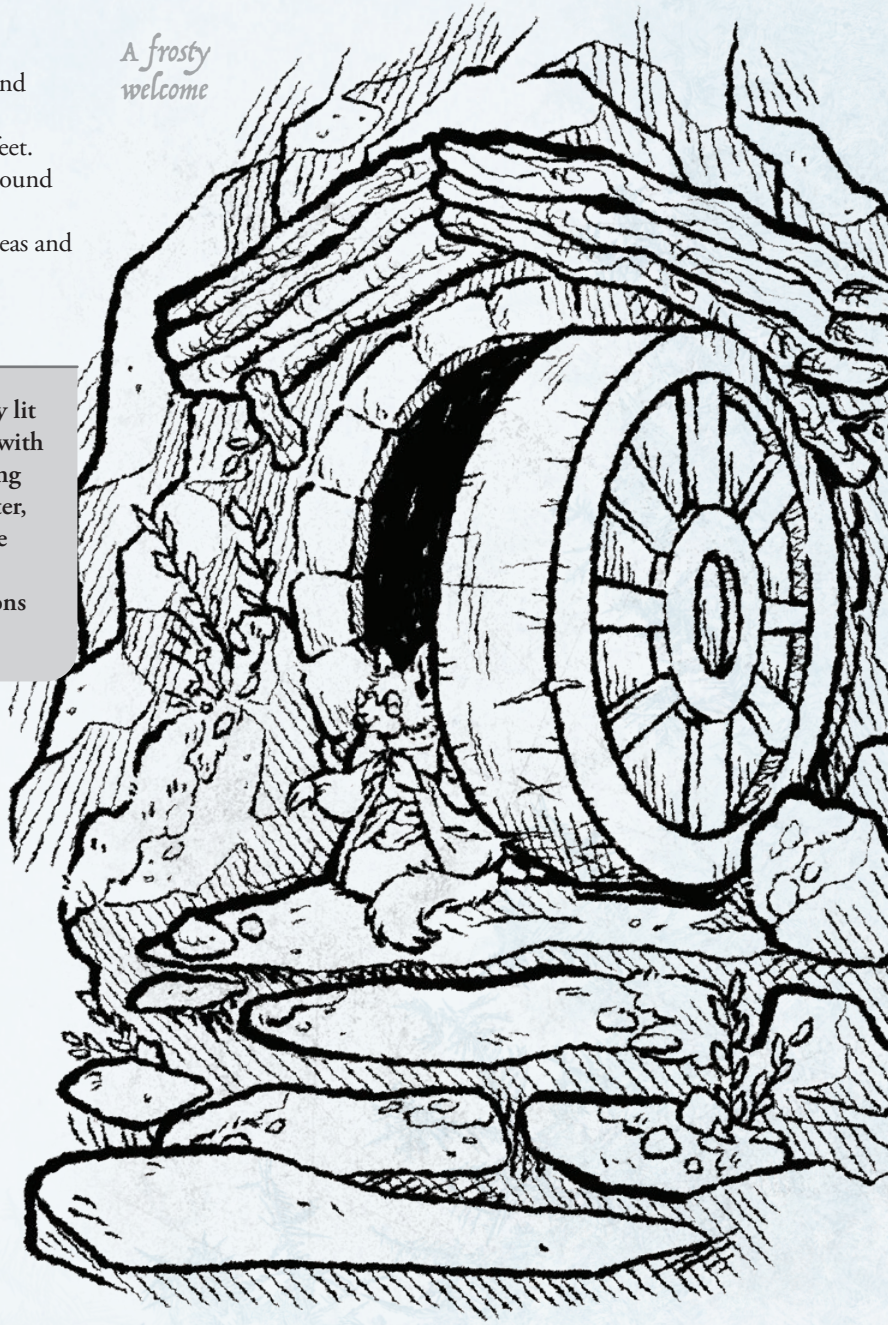
Frostguard Central Hall

A lively scene greets you as you enter the warmly lit hall. Folk, mostly rockburrow jerbeen and birdfolk with a few vulpins and mapachs, sit at long tables enjoying a meal together. The hall is filled with friendly chatter, and children scamper around the tables playing hide and hunt. A gallus with bright green, red, and blue plumage is serving up a hearty grain stew. He beckons you to sit at the table.

The gallus introduces himself as Quoll Highfeather [he/him] (**commoner**), the head cook at Frostguard. He encourages the party to eat and rest but notes that he would like to speak to them afterward.

Rumors. Although the atmosphere is friendly and cheerful, any character who succeeds on a DC 12 Wisdom (Insight) check notices tension among the adults in the room and that some folk are whispering with concerned expressions. The party can learn the following pieces of gossip if they chat with the other folk at their table:

- Strange semi-transparent shapes have been seen flying in the storm. The party can recognise that the descriptions sound very similar to the hollowings they encountered in **Part 5** with a successful DC 13 Intelligence (Nature) check.
- Folk are worried about this storm. It seems unnatural and far worse than normal.
- The warren guardians who set out to check that their neighboring warren of Bloomdoor was weathering the storm haven't returned, nor has the second group sent to check on the first group. Now only one warren guardian, Emi, remains in Frostguard.
- One of the storerooms has been declared out of bounds. Quoll says there's a structural issue with the roof. This is untrue. Quoll is hoping to avoid a panic should people discover that food has gone missing, see **Storeroom Stealing Investigation**.
- Further south there is a strange fortress filled with angry ghosts who chase away anyone who dares get close to the ancient treasure they guard. This is untrue but foreshadows the existence of Knowhere, which is covered in **Part 12**.



Nine Simpson

Clarion defends her ward

STOREROOM STEALING INVESTIGATION

Quoll's Request. When the party is ready to speak with Quoll, he beckons them to join him by the fireplace, where he stirs a large pot hanging over the flames.

> **"Thank you for indulging me, honored guests." Quoll leans in close, his crest feathers trembling. "Please keep your voices low as this is a sensitive matter, and your recent arrival puts you beyond suspicion. We have a… bit of a theft situation, and I'm afraid I need to ask for your help."**

Quoll explains that large quantities of supplies have been going missing from the main storeroom, the Daisy Storeroom, mostly food but also some medical supplies. Quoll usually relies on the warren guardians to investigate, but only the very elderly Emi is left, and she must watch the door. The other guardians went to Bloomdoor to check on their neighbors as they were worried they hadn't heard from them. Quoll and Emi don't want to cause a panic or for accusations to be thrown around without evidence, especially as the mood has been tense ever since the strange storm began. Quoll wants the party to investigate the thefts from the storeroom and find who is stealing the food and why.

Reward. In exchange for their help, Quoll offers the party an *amulet of Ostelo** passed down in his family for generations. If the party refuses to help, he won't deny them the hospitality of the warren, but his attitude toward them becomes cold.

Blame Game. If the party informs the other residents of the warren about the thefts, tensions erupt. The party can calm the worried folk with a successful DC 16 Charisma (Persuasion) check. Otherwise, the residents begin accusing one another based on their preexisting petty disagreements.

The Culprit

Clarion Ringle [she/her], mapach **druid** found a bedraggled **feliad stalker*** blown here from the Tanglewilds by Klaythusar's storm. She smuggled it into the warren through the postern door. Clarion has been stealing food from the Daisy Storeroom to feed the injured feliad stalker's huge hunger.

Roleplaying Clarion Ringle

A tall mapach, Clarion [she/her] has red and black fur and resembles a red panda. She walks with a stoop partly because of the warren's low ceilings and partly because she is shy. Though Clarion is softly spoken, she becomes passionate when talking about animals.

Empathetic Druid. Clarion has always understood animals better than folk. She is worried that the other residents of the warren won't understand why she is taking care of the feliad stalker as they are very dangerous animals, with a reputation for carrying off children. She feels great empathy for the terrifying creature, which has a broken wing. As the feliad stalker regains its strength and demands more and more food, she begins to regret bringing it into Frostguard, but she's not willing to turn it out into the storm to die. She defends the feliad stalker with her life should combat erupt.

Clarion Ringle's Traits

Ideal. "We are part of nature and nature is part of us."
Bond. "When a creature of nature is injured, it is my responsibility to care for it, no matter the cost."
Flaw. "I struggle to express myself in a way others can understand."

The Feliad Stalker

The feliad stalker is located in a disused tunnel to the north of the warren. It tolerates Clarion's presence as she has been feeding it, but it is aggressive to all other creatures. Thanks to Clarion's care, it has regained much of its strength. It uses the stat block of a **feliad stalker***, but due to its broken wing, it has the following changes:

- Its flying speed is 15 feet.
- If it flies, it must end its movement on the ground or another surface, or it begins to fall.

When the party first sees the feliad stalker, read or paraphrase the following:

> **The sound of leathery rustling mingles with an intense low growl. A black-furred, feline creature with wide leathery wings bears its fangs at you. Its tail, tipped with a red flower swishes back and forth with aggressive intent as it stares you down with large, yellow eyes.**

Alyse Stewart

The Clues

As the party investigates the thefts from the storeroom throughout the warren they can find the following clues. Initially some clues may mislead the party, but they all point to the truth. Clues are arranged alphabetically by location in the **Warren Clues** table, but can be played out in any order.

Concluding the Investigation

Discovering the Feliad Stalker. If the party discovers the feliad stalker in its hiding place, it attacks them, hoping to drive them off. It won't follow them out of the 15-foot by 10-foot cave it is resting in. On initiative count 20 of the second round of combat, Clarion arrives. She begs the party not to hurt the feliad stalker. If the party continues attacking the monster, Clarion attacks them to defend it. If the party stands down, Clarion calms the feliad stalker with a hunk of meat and explains her predicament, begging the party to help her help the creature.

Learning About the Feliad Stalker. If the party locates Clarion and confronts her, she admits that she has been stealing food to help an injured feliad stalker. She takes the party to see the creature, warning them that it only tolerates her because she has been feeding it. She asks the party to help her convince Quoll to let the feliad stalker stay under her care until its wing has healed.

Convincing Quoll. If the party agrees to help Clarion convince Quoll, they must succeed on three DC 15 Charisma (Persuasion) checks. Quoll is receptive to appeals to his empathy and the dangers of the storm outside, and checks involving such arguments are made with advantage.

Warren Clues

Location	Clue
	If the party investigates the abandoned tunnels to the north of the warren, they can discover the hiding place of the feliad stalker with a successful DC 15 Intelligence (Investigation) check. The feliad stalker is in a partially excavated cave, hidden behind a tarpaulin.
Anywhere	If the investigation is not progressing, you can choose to have the party spot Clarion scurrying suspiciously between the feliad stalker's hiding place and the Daisy Storeroom. If confronted, she will try to lie about what she is doing, claiming she is on an errand for the healer Scarax [he/him]. Her deception can be seen through with a successful DC 15 Wisdom (Insight) check.
Daisy Storeroom	The well stocked Daisy Storeroom holds most of the warren's food supplies. Bags and crates are neatly stacked on shelves carved from the stone walls. With a successful DC 12 Intelligence (Investigation) check, the party discovers that most of the missing food is preserved meat. If the party stakes out the storeroom, Clarion begins to steal from the kitchen instead. Quoll alerts the party to the new theft after it is discovered.
Herb Drying Cave	The air in this cave is thickly fragrant with the mingled scents of the herbs hanging to dry. If the party looks for Clarion here or inquires as to whether any other foodstuffs are going missing in the herb drying cave, an irritated rockburrow jerbeen named Urka [he/him] notes that Clarion hasn't been here in several days and that he has been covering for her.
Kitchen	The kitchen bustles during the day as the communal meals are prepared. At night, it is quiet and dark. A successful DC 16 Intelligence (Investigation) check reveals a narrow passageway behind a large spice rack that leads to the northern tunnels. The chef on duty here is a red-furred mapach named Marpo [they/them]. If the characters talk to them, they are genuinely shocked to hear there have been any thefts.
Postern Door	The Postern Door is one of the hidden rear entrances to the warren. With a successful DC 15 Wisdom (Survival) check, the party spots claw marks and muddy paw prints of a mapach leading from the outside in. Any NPC can tell the party that there are two mapachs living in Frostguard, Clarion, who can usually be found in the herb drying cave and Marpo who works in the kitchen.
Residential Area	While wandering the tunnels of the residential area, the party smells cooking meat. Following the smell leads them to the home of Drune Soltogspa [he/him], a vulpin **scout**. Drune is holding a small, secret party for a few of his closest friends and cooking meat he hunted himself but did not add to the communal stores. Drune mentions that he hasn't been able to go out to hunt recently because of the storms, but that the last time he went he saw a strange winged shape falling from the sky.
Trail of Crumbs	While moving through the warren, the party spots a trail of cake crumbs that leads from the kitchen to a tapestry depicting the Amaranthine Hanera. Behind the tapestry is a small den used by the warren children as a hideout. Emi's granddaughter Sami [she/her] and her two friends, a jerbeen named Ham [she/her] and a raptor named Jollo [he/him], are enjoying a snack they pilfered from Quoll in the kitchen. If confronted, the children truthfully say that they didn't take the food from the storeroom. On a successful DC 10 Charisma (Intimidation or Persuasion) check the children admit that they have seen an adult sneaking around the tunnels too, but they only caught sight of the tip of a furry tail, so they don't know who it is.

The Feliad Stalker Stays. Clarion continues to care for the feliad stalker. The creature's attitude mellows over time, becoming less aggressive. Once it is healed and Klaythusar's storm has ended, it leaves the warren but often returns bringing game it has hunted in the surrounding mountains as thanks to those who saved its life. Clarion is overjoyed and writes to the party, letting them know the good news and enclosing a *spell scroll of stormslip** as thanks.

The Feliad Stalker is Evicted. If the party removes the feliad stalker from the warren, it flaps out into the deadly storm. Clarion follows after it, and neither is ever heard from again. If the party refuses to help evict it from the warren, Emi attempts to do so. She is successful but severely injured.

The Feliad Stalker is Killed. If the party kills the feliad stalker, Clarion is devastated. Despite protests from the other warren residents, she packs up her things and sets out into the terrible storm. She is never heard from again.

OTHER LOCATIONS IN FROSTGUARD

Frostguard Warren is extensive. The party is free to explore the following areas during their stay.

Residential Burrows

The residential burrows are where the families of Frostguard Warren live. Each burrow has many small rooms and is typically occupied by several generations. Unlike the public areas of the warren, folk are generally quiet here.

Accommodations. If the party stays overnight at Frostguard, Emi, the jerbeen who greeted them at the door, offers to let them stay with her family. The Whiskerwhisp burrow is small, but everything inside is neatly organized. It houses three of Emi's children and six of her grandchildren. The grandchildren are excited to have guests and want to hear tales of the party's adventures. If the party wants privacy, Emi sets aside a room for them to use. However, with a successful DC 12 Wisdom (Perception) check, the party learns that Emi's eldest granddaughter, Sami [she/her] (rockburrow jerbeen **commoner**), is listening at the door. Her curiosity about the strangers has overwhelmed her good manners. If she overhears the party planning to deal with the thefts or any other activities within the warren and isn't caught, she will follow them until she is spotted with a successful DC 12 Wisdom (Perception) check. Her motivation is curiosity and admiration as she wants to be an adventurer some day.

The Pine Storeroom

The Pine Storeroom is the secondary storeroom containing some food, mostly dried fruits and herbs. The other stores here include simple weapons and medical supplies. The party is welcome to use any of these supplies while they are dealing with their investigations.

The Hospital

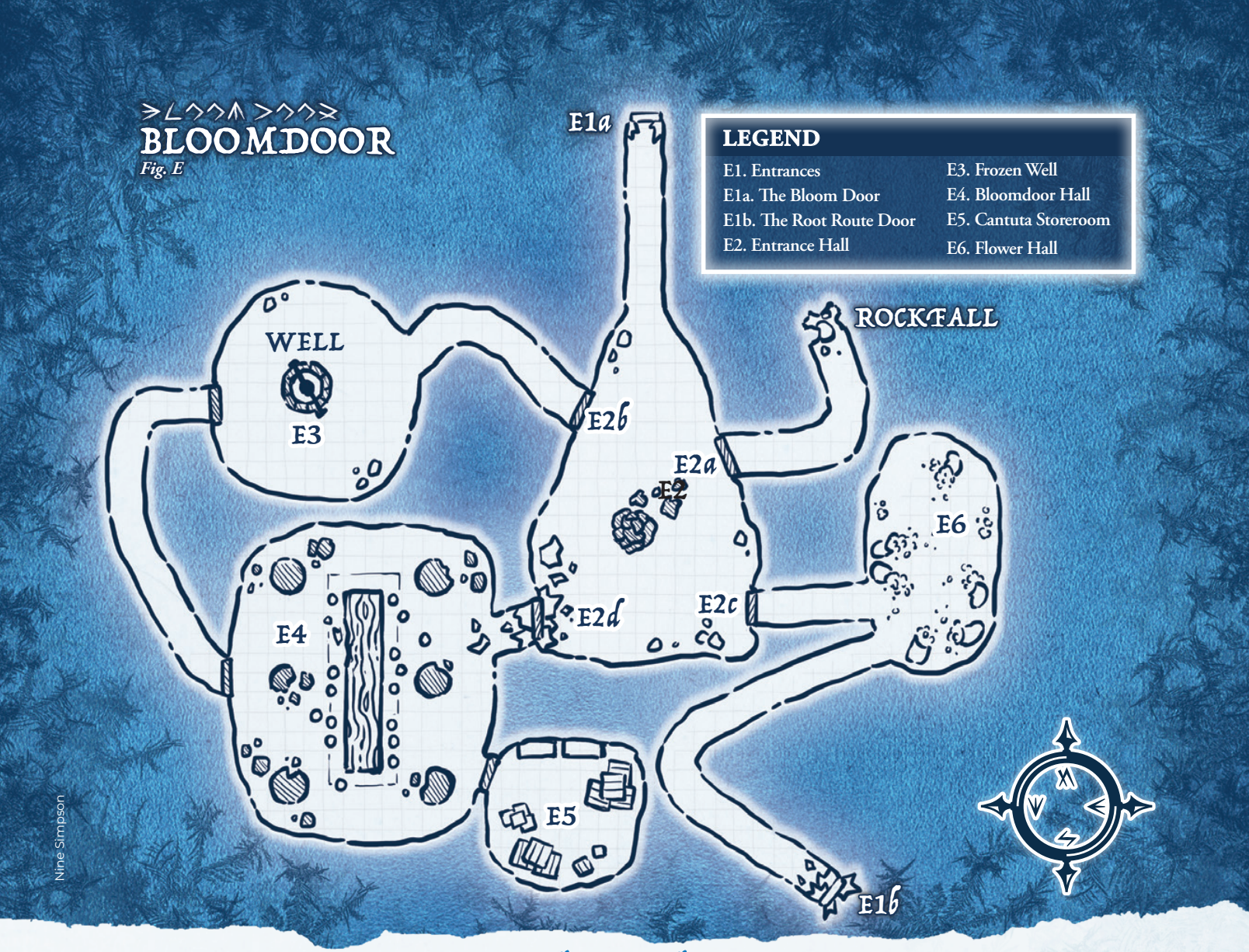
The hospital is a round cavern. Its walls have been whitewashed, and three low cots rest on the floor. It is the domain of Frostguard's healer, a young corvum named Scarax [he/him] (**commoner**). He is short for a corvum and has a bright yellow beak. Scarax is a newcomer to the warren, having recently graduated from the great university of Axxin. He is willing to trade *potions of healing* and *potions of resistance* for rare herbs, medical texts, or other medical supplies. Scarax can also provide medical aid, using his action to allow creatures to spend hit dice as a reaction rather than on a short rest.

Zaya's Recovery. If Zaya is with the party, she spends much of her time in Frostguard here under the care of Scarax. The two bond over their respective experiences studying at the University of Axxin. Zaya learns from Scarax that the Regent of the Tanglewilds has been personally sponsoring a new program for the most promising gadgeteers at the university to go to Halara for special training. There were many rumors about what this training involved, but none of the participants ever describe their experience in detail. Zaya passes this information to the party, noting that Regent Elisa seems to have taken a keen interest in new technologies compared with her predecessors. This information foreshadows the regent ordering the training of new Fizzar apprentices that is further described in **Part 16**.

TALE OF TWO WARRENS

Once the feliad stalker situation is resolved and the party is ready to depart Frostguard, Emi comes to them with a request. The party's route through Stormcrag to the Tanglewilds will take them close to Bloomdoor, a warren that Frostguard has close ties to. Since the storm started, no one in Frostguard has heard from Bloomdoor. Two parties of Emi's fellow guardians set out on an expedition to check the residents of Bloomdoor were safe. None of them have returned, and she is deeply worried. Emi asks the party to check in on Bloomdoor as they pass and gives them a trained messenger **giant fire beetle** named Ash to send back to Frostguard with any news.

The Worst of Times. Unknown to Emi and the party, Bloomdoor has suffered a mass frostburning event, and most of the guardians have become frostburned too, as covered in **Part 11**.



Part 11: Horror at Bloomdoor

In this part, the party reaches the warren of Bloomdoor. The once cozy warren has become a dungeon filled with dangers.

Bloomdoor's Doom. When Klaythusar summoned his storm at Cleave, it struck Bloomdoor hard, transforming some residents into **frostburned*** who spread their curse to many more. The few surviving folk are sheltering in one of the storerooms, but if the party doesn't rescue them quickly, their defenses will be overcome.

Encountering the Knights of Knowhere. The frostburning of Bloomdoor also attracted the attention of Knights of Knowhere, an order of paladins dedicated to keeping the world from rediscovering the secrets of the Fizzars. Two set out from their fortress south of Bloomdoor to investigate. A junior member of the knights, Squire **Orlo*** [he/him] is now the only survivor. Orlo's mentor, Ser Coroja [she/her] has become a **frostburned knight*** and now lurks within Bloomdoor as a powerful threat.

BLOOMDOOR

The following areas correspond with the **Figure E: Bloomdoor**.

Bloomdoor Warren has the following features unless otherwise specified:

Lighting. It is unlit.

Ceilings. The ceilings are relatively low, at around 6 feet. Very tall characters have to stoop slightly as they move around the warren, but they don't have to squeeze.

Tunnels. The tunnels are 15 feet wide in the main areas and 10 feet wide in the residential areas.

Ground. It is eerily cold, and the floors are slicked with ice. Dexterity saving throws and checks made to avoid falling prone are made with disadvantage.

E1. Entrances

There are two accessible entrances to Bloomdoor. The party can enter the warren by either one. If Zaya is with the party, she offers to stand watch outside as they venture in.

E1a. The Bloom Door

A round metal door with a relief of mountain flowers sways in the wind. Its hinges give out a groaning creak, and ice has formed around the doorframe.

The Bloom Door is the main entrance to the warren. It is easily spotted as soon as the party nears Bloomdoor Warren. The door opens onto area E2.

E1b. The Root Route Door

If the party investigates the area outside the warren, they discover the secondary entrance, the Root Route Door. It is located on the other side of the hill from the Bloom Door. A successful DC 16 Wisdom (Survival) check reveals two trails of footprints in the snow. The first footprints are small and stumbling, and the second set appears to be from someone chasing the first. This door is sealed shut by a thick layer of ice. The door can be opened with a successful DC 15 Strength (Athletics) check or if the ice is melted with fire or magic. This door opens onto a tunnel that leads to area E6.

E2. Entrance Hall

The Entrance Hall is 10 feet wide at the door and widens to 60 feet wide at the far end. It is 30 feet long. There are four doors to tunnels that lead away from the hall, deeper into the warren.

Darkness and a deathly chill fill the abandoned entrance hall. The floor is slick with ice. Coats and cloaks, once neatly hung from pegs, are piled up in a heap. As you come closer, the heap begins to tremble. A rockburrow jerbeen, fur rimed with ice, lurches upward from the pile. Her frozen eyes see nothing, but her grasping ice tipped paws reach toward you desperate to consume your body heat.

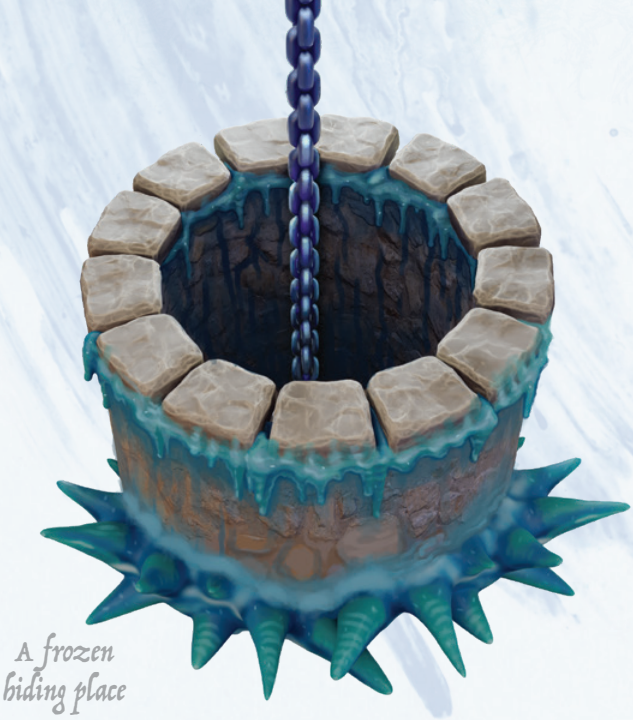
Frostburned Jerbeen. The frostburned* hiding in the pile of coats is one of the residents transformed by Klaythusar's storm. She attacks the party, attempting to cling to whichever party member is closest. If combat lasts for more than two rounds, at the start of the third round, the commotion attracts two more frostburned from area E3.

Exits

There are four exits from area E2. Each one is sealed with a round wooden door.

E2a. The door to the northeast tunnel is unlocked. A pile of rubble blocks the tunnel 20 feet in. A successful DC 12 Wisdom (Survival) check indicates that one of the fleeing residents pulled down a support beam.

E2b. The door to the northwest tunnel is unlocked. This tunnel leads to area E3. Sounds of ice scraping against stone and a birdfolk child's cries coming from this direction can be detected with a successful DC 13 Wisdom (Perception) check.



A frozen hiding place

E2c. The door to the southeast tunnel is locked. It can be opened with a successful DC 14 Strength (Athletics) or DC 15 Dexterity (thieves' tools) check. The tunnel leads to area E6. A child's toy in the shape of a gargath lies abandoned on the ground halfway along the tunnel.

E2d. The door to the southwest tunnel is frozen over with a thick layer of ice. It can be opened with a successful DC 19 Strength (Athletics) check or if 25 points of damage is done to the ice. The ice has an AC 6, immunity to cold, poison and psychic damage, and vulnerability to fire damage. The tunnel leads to area E4.

E3. Frozen Well

A stone well stands in the middle of this chamber. It has 5-foot-tall stone walls and is 5-foot in diameter. A metal chain descends into the well, suspended from a winch attached to the ceiling. The door on the western wall leads to a tunnel to the Bloomdoor Hall (area E4).

Unwell Wishers. Three frostburned* are clustered around the well, trying to reach something inside. The well is 40 feet deep. When the frostburned notice the party, two of them turn and attack, while the third continues reaching down into the well.

Alive and Well? Squire Orlo* is inside the well, 20 feet down. He is clinging to the well chain with one hand. In his other arm, he is holding a fluffy grey raptor chick (noncombatant). The chick's name is Mistri [she/her], but Orlo does not know this. If Orlo is helped out of the well, he joins the fight against the frostburned, but he won't let go of Mistri as he protects her with his life.

Running Orlo in Combat. To make combat more manageable, you can give your players Orlo's stat block and have them run him. Alternatively, you can describe his actions on his turns in combat without rolling dice for him as he handles one of the frostburned by himself at the edge of the fight.

Roleplaying Squire Orlo

Squire Orlo [he/him] is a young and idealistic member of the Knights of Knowhere. He is a slight longdance mustel

Victoria Jeffrey

resembling a weasel with brown fur and a cream throat, and he wears practical scalemail.

Orlo's Mission. Orlo came here with his mentor, Ser Coroja. Their orders were to investigate the reports of monsters seen at Bloomdoor Warren. At first, they found only Mistri, the infant raptor, shivering alone in a cupboard. Her body heat was not great enough to attract the frostburned. Soon afterwards, they were ambushed by frostburned. Using the last of her strength before she succumbed to the icy change, Ser Coroja thrust the infant into Orlo's arms and threw them both into the well for their own safety. Orlo feels a great responsibility toward the young chick as protecting her was his beloved mentor's final order.

Orlo's Ideals. Orlo first joined the Knights of Knowhere after encountering a squad of knights disarming a Fizzar device in his home in Rimewood. He saw the knights as protectors. His main motivation is to protect folk, and this sometimes brings him into conflict with the elders of the order. He is not certain that their goal of hiding knowledge from people is the best way to preserve their safety.

What Orlo Knows. Orlo knows that the frostburned are connected to the storm, but does not know that Klaythusar caused it. He is aware of the ancient Fizzars as the creators of dangerous artifacts. What he knows has been filtered through the order's centuries of dogma, which paint all Fizzars as dangerous fanatics.

Orlo's Traits

Ideal. "Knowledge is power. Power should protect."
Bond. "I want to become a knight so I can keep folk safe."
Flaw. "I doubt my own values sometimes and can be swayed by the confidence of others."

E4. Bloomdoor Hall

As the tunnel widens out into a grand hall, you can hear claws scratching against stone. Inside the cavernous space, a heavily armored strig with white feathers is surrounded by frostburned, all attempting to get through a sealed stone door at the rear of the hall. As if sensing your presence, the strig turns toward you. From the icicles growing from her talons and her cold, dead stare, it is clear this knight is frostburned, too. She raises her sword and rushes at you.

Bloomdoor Hall is 50 feet long and 35 feet wide. Its stone ceiling is 15 feet high and painted with scenes from the life of the heroic Amaranthine Gaspard. Four 10-foot-long stone tables run along the length of the hall in a row. A door in the southeast corner leads to the Cantuta Storeroom (area E5), where the survivors are.

Ser Coroja. The imposing armored frostburned is Ser Coroja [she/her], a Knight of Knowhere and Orlo's mentor. Before her transformation, she was a tall strig with snowy owl plumage. She threw Orlo into the well to protect him when it became clear they were being overwhelmed by the frostburned. Because of her extensive martial and arcane training, she has retained more of her combat skills after becoming a **frostburned knight*** than other frostburned. Ser Coroja begins combat by moving 30 feet toward the party.

Alyse Stewart

Frostburned at the Door. There are five **frostburned*** in the hall; three rockburrow jerbeens, one brightfang mustel, and a cervan. Four were residents of Bloomdoor Warren transformed by the storm. The cervan was one of the guardians from Frostguard who was turned into a frostburned when he came to investigate the neighboring warren. The frostburned continue trying to break down the door to area E5 until a living creature comes within 10 feet of them, at which point they switch targets and attack. If they do not stop attacking the door, they break through after 4 rounds of combat and begin attacking the survivors in area E5.

E5. Cantuta Storeroom

If the party successfully defended the storeroom from the frostburned in Bloomdoor Hall (area E4) and opened the door, read or paraphrase the following:

> **As you open the door, you hear screams from inside the storeroom. A rockburrow jerbeen in a dirty apron and with his eyes closed clumsily waves a knife at you, yelling in terror. A dozen other terrified folk cluster at the back of the storeroom, with the few adults putting themselves between you and the wailing children.**

The Cantuta Storeroom can only be accessed through the door in Bloomdoor Hall (area E4). It is a 20-foot by 10-foot room lined with shelves holding food and other supplies.

The Survivors of Bloomdoor. The residents who were not transformed into frostburned by the initial wave of magic or by their frostburned neighbors have been sheltering here for several days. There are twelve adult residents and six children. The jerbeen with a knife is Hopper Fluffbluff [he/him]. He can be calmed down with a successful DC 10 Charisma (Persuasion) check. Once he is calm, he collapses into a heap on the floor, sobbing in thanks for being rescued.

The raptor chick Mistri's elder brother Reymon [he/him] is among the survivors. He takes her from Orlo, greatly relieved that she is safe. They and the other children will be cared for by the adults of Bloomdoor, regardless of family ties.

Last of the Frostguard Guardians. Among the survivors is one of the Frostguard guardians, a capran named Gustvo Reedbeard [he/him] (**guard**). He has white fur and resembles a mountain goat. He tells the party that his companions perished when they encountered the frostburned.

E6. Flower Hall

This 30-foot by 40-foot hall was used to dry and store flowers. Now it has become an eerie hall of frozen statues.

> **Bundles of flowers hang from beams on the ceiling. Each delicate bloom is white with frost. Six translucent ice figures stand beneath them, each reaching out in a desperate pose as if trying to grab something. Sacks of dried flowers have been tipped over and spilled across the icy floor. They crunch under your feet.**

The ice statues are fully frozen frostburned residents of Bloomdoor and some of the guardians from Frostguard. They can't move or attack as they are now ice statues. A successful DC 13 Intelligence (Investigation) check reveals that some of them bear injuries from a sword that were sustained before they became ice statutes.

Treasure. Hanging around the neck of one of the frozen frostburned is an *amulet of Ostelo**. As it is a magic item, it has not been affected by the frostburned condition unlike the rest of their gear and clothing. With a successful DC 11 Dexterity (Sleight of Hand) check, it can be retrieved without damaging the frostburned statue wearing it.

On a shelf on the wall is a clear glass bottle that contains a *potion of watery form** and two *potions of healing*.

CONCLUSIONS

If the party rescued the survivors in the storeroom, Gustvo, the guardian from Frostguard says he will escort the survivors back to his warren, where they can find sanctuary. The survivors thank the party. They have little to offer in thanks, but Hopper presses a piece of *grimbee honeycomb** into the paws or hands of one of the party members, saying he hopes it will keep them safe. The survivors pack up what they can salvage from the warren and set off.

If the party helped Orlo save Mistri, he is deeply grateful. He sends a message to the Knights of Knowhere, using a *resonant journal** to update them on the situation. Shortly afterward, a band of knights arrive. They begin carefully loading the frozen bodies of the frostburned onto sleds. Orlo explains that they are taking them back to their fortress called Knowhere to investigate the phenomenon of frostburning and perhaps find a way to reverse it. He asks that the party accompany him to Knowhere.

> **Orlo looks at you with gratitude and hope shining in his eyes. "Please, come with me to Knowhere. I believe the head of my order, Sir Bandarus would very much like to meet you. The Knights of Knowhere seek an end to this foul storm and a restoration of order. Our goals are aligned. Together, we can find a solution. I'm sure of it."**

If the party is reluctant to go with Orlo, he reveals that his order has information about the Fizzars that could be helpful to them. Additionally, if Orlo learns the party has information to share about Klaythusar, he'll insist that they return to Knowhere with him, citing that the party has "a solemn duty" to bring these details to Bandarus.

The fortress of Knowhere lies to the south of Bloomdoor and is on the way to the Tanglewilds, though it does represent a small detour from the most direct route.

Part 12: The Knights of Knowhere

In this part, the party arrives at the fortress of Knowhere. Here, the Knights of Knowhere, an order of Mystery Paladins, keep dangerous knowledge away from the wider world, including information and artifacts related to the Fizzars. The party can explore the fortress, learn more about the knights and the FIzzars, and uncover some of the secrets hidden here.

Tower Defense. Since Klaythusar's storm began frostburning folk across Stormcrag, the knights have been gathering the frostburned and keeping them in the fortress dungeon. Unfortunately, the presence of the captive frostburned draws a group of hollowings to Knowhere. In turn, the arrival of the hollowings inadvertently frees the frostburned from the fortress's dungeon. The party must endure waves of enemies to survive the night.

Ideological Battle. The leader of the knights, Sir Bandarus is fanatically opposed to any use of Fizzar technology and believes that only he understands it well enough to keep it safe. The party can meet a prisoner named Shine in the dungeon, who has a very different worldview. She is a gadgeteer who believes understanding the Fizzars is the only way to prevent folk from making the same mistakes again. The party can choose to ally themselves with either of these viewpoints. While most of the knights follow Bandarus's way of thinking, the young squire Orlo is more open-minded. The party may be able to recruit Orlo as an ally if they convince him of their position, even if it goes against the order's teachings.

The Order of the Knights of Knowhere

The Knights of Knowhere were formed following the Shattering and the dismantling of Fizzar technology across Wesden around 1,500 years ago. Their first mission was decommissioning Fizzar sites and hiding away dangerous or exploitable technologies. Over generations, this original purpose became lost as the order stratified itself into an order of paladins.

The fortress of Knowhere is their main headquarters. At any time, most of the knights are out in the world, investigating mysteries and hiding secrets, but some are stationed at the fortress to protect the artifacts kept in the vault.

ARRIVING AT KNOWHERE WITHOUT ORLO

If the party skipped **Part 11: Horror at Bloomdoor** and did not meet with Orlo and the other knights, Ostri can instead be the one that suggests they seek out the knights for aid with the storm. Ostri has an idea of where to look for Knowhere, but it takes the party twice as long as it would following Orlo.

If the knights learn that the party has information about the storm, the frostburned, or the Fizzars, the knights will allow them into the fortress through the main gate.

THE FORTRESS OF KNOWHERE

History of Knowhere. Knowhere was once a temple where Fizzars extracted energy from the elementals of Stormcrag. Following the end of the Fizzar Age, a group of former Fizzars converted Knowhere into a facility to store the hollowings, the angry undead remnants of the drained elementals to prevent them from doing more harm. Over the centuries, this group evolved into the Knights of Knowhere.

Once, Knowhere was the greatest repository of Fizzar knowledge in the world as much of it was brought here to be stored away from curious eyes after the Shattering. Much of this knowledge was lost 200 years ago in a great fire started by a fanatical knight, Sir Torok the Heretic [he/him], who believed that all Fizzar artifacts should be destroyed. Today, Knowhere still houses what remains of the collection, but most of the books and scrolls were lost. Sir Torok's ghost still haunts the fortress.

Structure of Knowhere. The fortress extends high into the air and deep into the ground. The profile of the central tower is mostly square, flaring out into a diamond shape at the top and in the underground vault. The knights use the aboveground levels as living quarters, research labs, and training facilities. The underground areas store artifacts and creatures that the order deems dangerous.

RUNNING KNOWHERE

The events of this part play out in two phases. During the first phase, the party is free to explore the aboveground levels of Knowhere, talk to the knights, and investigate the fortress. The knights want to learn as much as they can from the party about the recent Fizzar activity, Klaythusar's storm, and the frostburned.

The Siege of Knowhere. The second phase can be triggered at any time. Awoken by the storm and attracted by the presence of so many frostburned, earth and air hollowings, the angry, empty shells of elementals that were drained of their energy by the ancient Fizzars, attack Knowhere. The party must descend into the underground levels, retrieve the lesser *elemental hearts** stored there and insert them into the cradles in the entrance hall and the battlements to activate Knowhere's defenses. Complicating matters are the frostburned in the underground dungeon, which escape and chase the party. The situations in some locations change during the siege.

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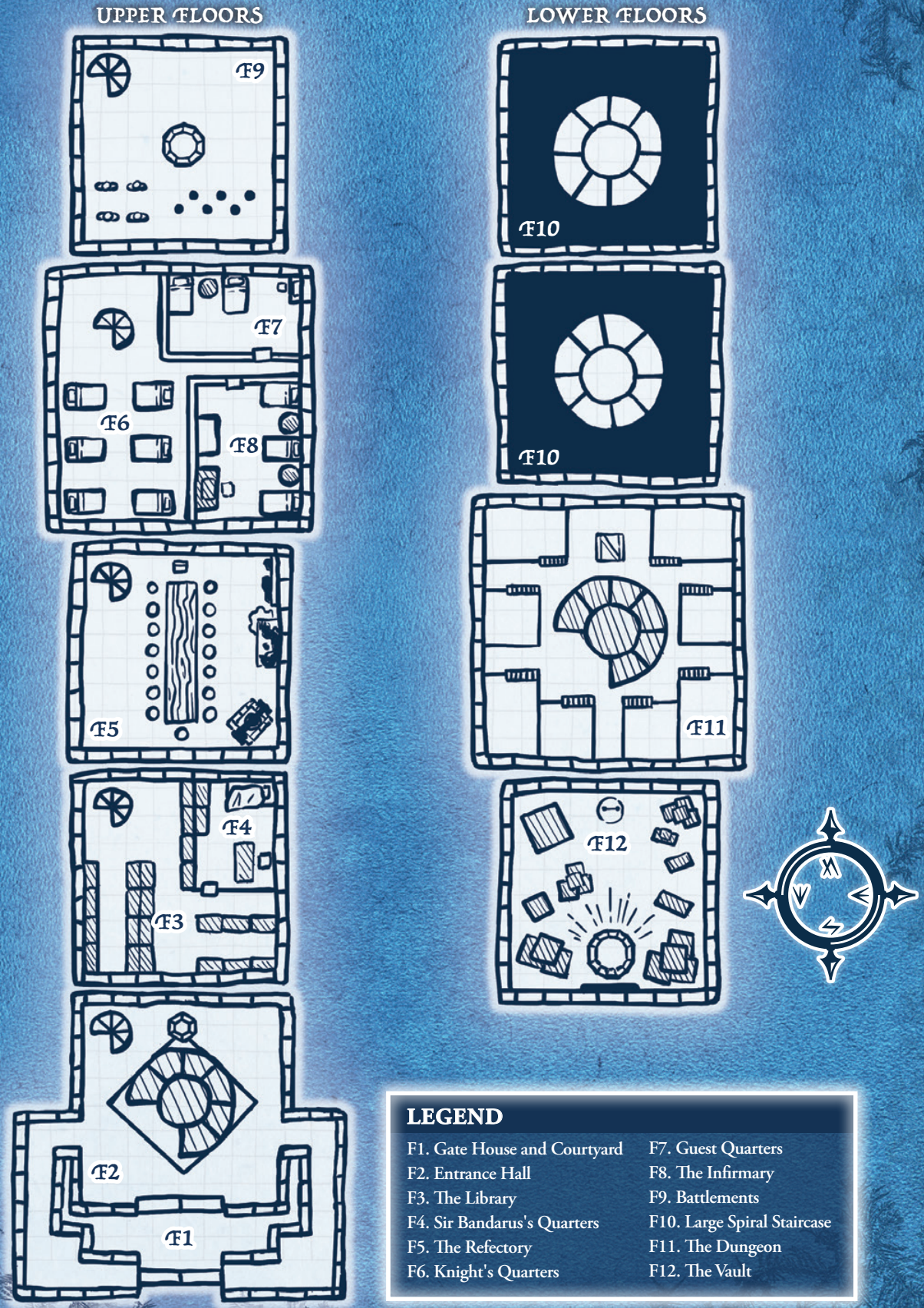
KNOWHERE

Fig. F



LEGEND

F1. Gate House and Courtyard
F2. Entrance Hall
F3. The Library
F4. Sir Bandarus's Quarters
F5. The Refectory
F6. Knight's Quarters
F7. Guest Quarters
F8. The Infirmary
F9. Battlements
F10. Large Spiral Staircase
F11. The Dungeon
F12. The Vault

Nine Simpson

START OF THE SIEGE

If Orlo is not already with the party, Orlo will seek them out when the siege of Knowhere begins.

> **A tremor runs through the tower and the bells begin to ring out, not in their usual gentle chime, but in unceasing warning. Orlo looks around in panic as knights rush up the stairs, heading for the roof. "I've never heard the warning bells sound before." Another tremor shakes the stone under your feet, making the tapestries tremble. A jangled scream rings out above. "Come on, let's see what's happening."**

Orlo encourages the characters to head to the battlements (area F9) to see if there's anything they can do to help. Orlo suggests Ostri and Zaya go to the infirmary where he assures the party they'll be safe.

AREAS OF THE FORTRESS OF KNOWHERE

The following areas correspond to **Figure F: Map of Knowhere**.

Knowhere has the following features unless otherwise specified:

Lighting. The rooms and corridors are well lit by magical lanterns that give a steady glow.

Walls. The walls are made from massive blocks of grey mountain stone, covered with heavy tapestries depicting the great deeds of the order. Behind the tapestries are Fizzar carvings depicting the Amaranthines Gesme and Eresutha and the glories of the height of Fizzar artificing.

Doors. Locked doors can be opened with a DC 19 Strength (Athletics) check or a DC 17 Dexterity check using thieves tools.

Sounds. The halls are eerily quiet save for the occasional whispered conversation that are just a little too quiet to make out.

Time of Day. Bells chime out throughout the fortress at dawn, midday, and dusk.

ABOVEGROUND LEVELS

F1. Gate House and Courtyard

> **Hidden amongst the mountain peaks stands an imposing tower, half built into the mountainside. You spot the shine of armor glinting from the wide battlements as you are observed by the occupants. The fortress's imposing metal gate stands closed.**

A Knightly Reception. The gate is guarded by four **knights of Knowhere***. If the party is accompanied by Orlo and the other knights, the gate is raised as they approach. If the party arrives alone, they can speak to one of the guards to gain entrance. Either way, they are escorted immediately through the entrance hall (area F2) and up the stairs to Sir Bandarus's quarters (area F4).

Sneaking In. If the party attempts to enter Knowhere without permission, they must succeed on a DC 18 group Dexterity (Stealth) check to approach unnoticed by the guards on the battlements and at the gate. The main gate is secured with the arcane lock spell. A creature using a climbing kit or a climbing speed can scale the sheer walls with a successful DC 18 Strength (Athletics) check, arriving on the battlements (area F9).

Guests of the Order. While they remain guests of the order, the party is free to move around Knowhere, with some exceptions. Sir Bandarus warns them that they must not descend to the lowest level of the fortress, which he describes as a sacred sanctuary. In truth, the lowest level houses the vault containing dangerous Fizzar artifacts.

Offending the Order. If the party is not careful, their status as welcomed guests may be revoked. The following actions incur the order's wrath:

- Attacking any member of the order
- Entering the lowest level of the fortress
- Using magic to spy on the order
- Breaking or damaging any part of the fortress or the order's property

Should the party be caught doing these things or similar actions that threaten Knowhere's integrity, the knights attempt to imprison them in the dungeon (area F11).

F2. Entrance Hall

> **Inside, in contrast to the plain stone exterior, the stone walls are ornamented with elaborate carvings. Huge, heavy tapestries hang from the walls. A spiral staircase in the northwest corner leads upwards. On the floor, a diamond shaped seal is inscribed into the flagstones. A cradle, bearing some resemblances to the one in Klaythusar's chamber far to the north, stands empty at the north point of the seal. The cradle has a space to hold something hexagonal in shape.**

Fizzar Carvings. The entrance hall bears many traces of its Fizzar past. The carvings were made by the Fizzar builders. A DC 13 Intelligence (Religion) check reveals the repeating depictions of Khaluz, Amaranthine of courage; Ranzang, the Amaranthine of bonds; and Ostelo, the Amaranthine of selflessness. With a DC 12 Intelligence (Investigation) check, a character notices the seal on the floor bears the holy symbol of Ranzang.

Fizzar Cradle. A DC 15 Intelligence (Investigation) check reveals the face of Ranzang carved into the pillar that holds the cradle.

Tapestries. The tapestries show scenes of the landscapes of Wesden and the peaceful life of its people. A DC 12 Intelligence (History) check reveals that they are much newer than the carvings. If asked about the tapestries, the knights respond that they remind them of the peaceful world they must protect.

During the Siege

Entrance to the Underground Levels. If the party agrees to go with Orlo to the underground levels to activate the ancient defenses, he presses three buttons hidden in the diamond seal on the floor. The floor slides back revealing a spiral staircase leading to the dungeon (area F11). This entrance can also be discovered and activated with a DC 20 Intelligence (Investigation) check.

Activating the Khaluz Fizzar Cradle. The cradle can be activated by placing the six-sided lesser elemental heart from the vault (area F12). When the cradle is activated, read or paraphrase the following:

> **As you place the lesser elemental heart into the cradle, lines of warm orange light flow down the pillar. The seal bearing Ranzang's face slides back into place with the sound of grinding stone, trapping the pursuing frostburned below. You can hear them hammering on the underside of the stone. But as the lines of light finish spreading across the seal, you see a flash of bright orange, and the frostburned fall silent.**

By placing the heart in the cradle, the seal to underground levels has been activated. The seal can't be opened without first removing the heart. The frostburned and any other creatures trapped below can't access the aboveground levels.

F3. The Library

> **The smell of parchment and leather fills this cramped room. Rows of ugly shelving crowd the space, crammed with tomes and scrolls that make the shelves sag under their weight. A tilia in knightly garb wheels a robust wheel chair along the shelves, a stack of books in her lap. Amongst the shelves is a door labeled "Sir Bandarus."**

The library of Knowhere does not match the rest of the ancient architecture as it was burned 200 years ago by Sir Torok the Heretic. The shelves are plain, lacking the ornamentation seen elsewhere. No book here is more than 200 years old, and most of them contain more speculation about the Fizzars than fact.

The Librarian. The library is overseen by Ser Amwald [she/her], a yellow scaled tilia (**Knight of Knowhere***). Sir Amwald's left leg is amputated above the knee and she uses a wheel chair or a prosthetic depending on her needs.

The Ghost. The library is haunted by Sir Torok the Heretic's ghost. His undying mission to prevent anyone learning about the Fizzars has kept him trapped here, unable to move on to Tyton's deathly realm. If the party spends a long time looking at the books, he will attack them, screaming about danger, doom and the end of the world. Sir Amwald supports the party in combat. Her attitude toward Torok is one of weary resignation as she knows he will return 1d4 days after he is defeated.

Learning about the Fizzars. Though none of the books tell a complete and accurate history of the Fizzars, there are crumbs of information to be found here. If a character spends at least 1 hour studying the books here, the next Intelligence (History or Arcana) check to recall information about the Fizzars they make is made with advantage.

During the Siege

The library is deserted as Sir Amwald is fighting alongside the other knights on the battlements.

F4. Sir Bandarus's Quarters

> **Beyond the door, you discover a riot of greenery. This large, comfortable room is filled with potted ferns, rare orchids, and exotic flowers from the Tanglewilds. From behind a low desk, a large red-feathered raptor peers at you with bright yellow eyes. "Ah, guests. Come in and make yourselves comfortable. I'm sure we will find much to discuss."**

The raptor introduces himself as Sir Bandarus the Obscure [he/him], leader of the Knights of Knowhere. Several low couches, richly embroidered, sit in front of the desk. Characters with passive Perception of 15 or higher notice that behind the many plants in the room, there are shelves filled with art objects. A creature who succeeds on a DC 15 Arcana check recognizes that among these objects are the following magic items: a *crystal ball*, a *frostbrand greatsword*, a *gadgeteer's smock** and a *lantern of revealing*. A quarterstaff with complex gadgets attached along its length rests in the corner behind Bandarus's desk. This belongs to Shine, the prisoner kept in the dungeon (area F11).

Roleplaying Sir Bandarus the Obscure

Sir Bandarus [he/him] is an imposing raptor. He resembles a bearded vulture, and his plumage is stained dark red. He is sharp-eyed, keenly intelligent, and he has enough cunning to know when to smile and when to strike.

Knowledge Collector. Sir Bandarus values knowledge above all things. In pursuit of this, he has amassed a large collection of magic items. He keeps many here in his personal quarters, but the more powerful ones are stored in the vault. He wears a *medallion of thoughts* and uses it liberally to peer into the minds of others. He also wears an *amulet of proof against detection and location*. He feels he must always have the upper hand and know more than anyone else at any cost.

Leader of the Order. Sir Bandarus has been the leader of the Knights of Knowhere for over ten years. Under his guidance, the order has become more aggressive in its quest to lock away dangerous knowledge. Sir Bandarus has been observing the progression of technology driven by the new generation of gadgeteers, and he believes it is his duty to quash it before anyone can cause another disaster like the Shattering.

Bandarus's Traits

Ideal. "I know what is too dangerous for others to know."
Bond. "I am the steward of Knowhere and will continue its vital legacy."
Flaw. "I am paranoid and rigid in my thinking."

During the Siege

Sir Bandarus's quarters are locked. Opening the door requires a successful DC 19 Dexterity (thieves' tools) check or DC 22 Athletics check

F5. The Refectory

A long table sits in the center of this room, lined on all sides by uncomfortable looking chairs. Along the eastern wall is a kitchen with a simple stone oven. Simple root vegetables lay ready to be chopped on a stone cutting board.

This large hall is where the knights gather for meals. A single table extends the length of the hall. Meal times are quiet, as the knights eat in silence. The party is welcome to join the three daily meals marked by the bells at dawn, midday, and dusk. The food is simple but substantial to support the knights' intense martial training.

Orlo at the Refectory. If the party joins Orlo for a meal, he talks to them in a whisper, explaining that the knights eat in silence and answering any other questions that the party has. This earns him judging looks from nearby knights, but they don't directly scold him or the party for talking.

Sir Bandarus at the Refectory. Sir Bandarus sits at the head of the long table. A successful DC 15 Wisdom (Perception) check or Intelligence (Arcana) check reveals that he casts the *detect poison and disease* spell before starting to eat.

F6. Knight's Quarters

Six sets of sturdy, wooden bunk beds occupy the southwest section of this floor. Each bed is perfectly made without a single corner out of place. Tucked under each of the bottom bunks are metal footlockers with large padlocks on the front.

There are enough beds here for all the knights of Knowhere to sleep simultaneously, though this is rarely the case. Instead, the knights sleep in shifts, taking turns watching the gate and battlements at night. Each knight has their specific bed and footlocker, and are expected to keep their space tidy to Sir Bandarus's strict specifications.

Opening a foot locker requires pulling it out from under the bed and making a DC 18 Dexterity check using thieves' tools. They contain little of value, just changes of clothing and small reminders of the knights' lives before joining the order.

F7. Guest Quarters

This guest room is neatly and simply decorated with tapestries depicting great forests of Wesden, Humblewood, the Rimewood, and the Tanglewilds. The room also contains two simple bunk beds and a floor desk with a cushion to sit on.

This room is not meant to be comfortable for long stays, as the knights want to discourage anyone not in the order from lingering too long.

Scrying Devices. This room has an ornate magical lamp that can be turned on or off with a touch. The lamp also acts as a scrying sensor, connecting to the *crystal ball* in Sir Bandarus's quarters. He uses it to listen to conversations in this room. A creature using the *detect magic* spell can sense that the lamp has auras of divination and evocation. Both the magical light and scrying sensor can be disabled with the *dispel magic* spell.

F8. The Infirmary

The air in this room has a tang of disinfectant. Currently, two of the six beds are empty. One holds the ice statue remains of a frostburned capran merchant. In another, a white-furred vulpin knight rests with his broken leg elevated. On the western wall of the room, a metal cage has been set up. It contains a moving frostburned, an arma hedge dressed in fisher garb. A corvum knight in a long white robe is holding out a lit candle on a long stick toward the frostburned, who paws at it desperately.

The infirmary is where the knights recuperate after illness or injury.

The Physician. The corvum in the white robes is a knight of Knowhere named Hark the Bonebreaker [he/him]. He specializes in healing and has expertise in the Medicine skill. Currently, Hark is trying to understand the nature of the curse affecting the frostburned. He is one of the more talkative knights, though only on the subject of medicine. He shares his belief that there is a way to reverse the frostburned condition even if he hasn't discovered it yet. Hark has learned that the frostburned become more active when exposed to heat, but also that they drain any sources of heat rapidly. He asks the party if they have any more information, taking note of what they say in a small black notebook using a quill made from one of his own feathers.

During the Siege

Three injured knights are recuperating here under the care of Hark. If the party has injuries, Hark offers them two *potions of healing (greater)* but does not have time to tend to their wounds. If Ostri and Zaya were sent here at the start of the siege, they do their best to help where they can, but otherwise stay out of the way.

F9. Battlements

Flags wave frantically in the cold wind as four armored knights stand watch, looking out across the mountain tops. Battered sparring dummies sit silently in the southwest corner of the rooftop, and the southeast corner has simple padded posts that form a basic obstacle course. In the center of the roof is another cradle, with space to hold a nine-sided object.

The top of Knowhere is a flat roof that provides clear views of the surrounding area. The roof is edged by 5-foot-tall crenellations that provide three-quarters cover from attacks originating below the battlements.

Guards. The battlements are patrolled by four **knights of Knowhere*** during peaceful times. As few threats ever come close to Knowhere, this duty is usually given to the most junior knights or those being reprimanded.

Training Area. The southwest quarter of the battlements is set up as a training ground. Wooden and stone training dummies stand alongside a small obstacle course.

Fizzar Cradle. In the center of the roof is a cradle, similar to the one in the entrance hall. The cradle is shaped to hold something nonagonal. A DC 15 Intelligence (Investigation) check reveals the face of Khaluz carved into the pillar that holds the cradle up and a series of radiating lines leading out from the cradle to the edges of the battlements in a sunburst pattern.

During the Siege

If the party arrives on the battlements before going to the vault, read or paraphrase the following:

With an ear-piercing screech, a bizarre monster slams into a knight, knocking them clear off the battlements. Its translucent body resembles the form of a giant eagle, but crumpled and jagged. Dark dust swirls inside it. Dozens more of these monsters dive out of the storm, attacking the fortress. From below, similar monsters resembling empty giant moles surge up from the ground, up the walls and onto the battlements, smashing the stone apart with their huge claws. A knight grabs one of you by the shoulders and pushes you back toward the staircase. "Go, you can't help here. Get yourselves to safety!"

The party will recognize these creatures as earth and air **hollowings***, but the characters are quickly escorted back towards the stairs before they have a chance to act. If Orlo is with the party, he stops them half way down the stairs. If he isn't with the party, Orlo runs into them as he is coming up the stairs.

Orlo's Plan. Orlo is surprised to hear that the party has encountered hollowings before. He thought that they were rare and is stunned that they have seen so many.

"We won't be able to hold off their siege for long. But I know there's a way we could help. The other knights won't like it though. Will you help me?"

Orlo explains that in the vault, deep within the underground levels of Knowhere there is a defense system that the ancient Fizzars created to repel hollowings. He asks the party to come with him to the entrance hall (area F2) and enter the underground levels.

Knights Defending. Six of the **knights of Knowhere*** are defending the roof from the **air hollowings*** and **earth hollowings*** assaulting the fortress. The hollowings appear in unending waves of four (two air hollowings and two earth hollowings) every two rounds until the Khaluz Fizzar cradle on the battlement is activated.

When the party arrives on the battlements with the lesser elemental heart, read or paraphrase the following:

Sir Bandarus and four exhausted knights continue to fight off the hollowings, while protecting two of their injured comrades. The hollowings are relentless, moments away from completely breaching the fortress.

Activating the Khaluz Fizzar Cradle. The cradle can be activated by placing the nine-sided lesser elemental heart from the vault (area F12). If Sir Bandarus realizes what the party is trying to do, he attempts to stop them as he believes that Fizzar technology should never be used, even in the direst of circumstances. A creature can get past him to insert the heart with a successful DC 17 Dexterity (Sleight of Hand) check. Alternatively, if he is grappled, stunned, or otherwise distracted by a creature, another creature can use their action to insert the heart.

Sir Bandarus uses the **knight of Knowhere** stat block with the following alterations:

- Sir Bandarus has 75 hit points.
- He has the following trait:
  - ***Legendary Resistance (1/Day).*** If Sir Bandarus fails a saving throw, he can choose to succeed instead.

When the heart is inserted, read or paraphrase the following:

> **Lines of bright yellow light flow down from the heart, through the pillar, and out along the channels carved into the rooftop. As the light reaches the edge of the battlements, it shoots into the air, forming a protective lattice of glowing energy over the whole fortress. The monsters battering the knights are blown back. After a few fruitless attempts to reach them, only to be repelled by the forcefield, they whirl away back into the storm.**

If Sir Bandarus is still alive, read or paraphrase the following:

> **A cheer goes up from the knights but is cut dead by Sir Bandarus's cry, "Fools! You don't even know what sin you have committed!"**

Sir Bandarus's Battle of Ideas. The other knights, beaten and tired from their fight against the hollowings, waiver. The party can convince them that using the Fizzar technology was necessary with a DC 15 Charisma (Persuasion) check. On a success, they form up around the party and Orlo, defending them from Bandarus's rage. Recognizing he has lost the battle of ideas, Bandarus throws down his sword, cursing everyone for their ignorance and telling them they have brought the world one step closer to its end. On a failure, the knights advance on the party. Bandarus tells them to leave Knowhere immediately and never return, threatening imprisonment if they do. If the party refuses, the knights attempt to subdue the party and any allies with them, but won't kill them. They are then locked in separate guest quarters (area F7) without their equipment, which is stored in Sir Bandarus's quarters (area F4).

A *desperate plan is proposed*

Nine Simpson

VUNDERGROUND LEVELS

F10. Large Spiral Staircase

Magic flames flicker in sconces all along a large spiralling staircase that descends deep below the fortress.

The spiral staircase descends 60 feet from the hidden entrance in the entrance hall (area F2) to the dungeon. The torches on the wall are kept alight by the *continual flame* spell and can only be put out by dispelling them.

F11. The Dungeon

The dungeon is divided into eight cells. Seven of these are filled with a single **frostburned***. The southeastern cell contains a seeta prisoner. A sealed metal trapdoor door is located at the foot of the stairs.

As you enter the dungeon, you feel the icy stare of dozens of dead, frozen eyes turn toward you. A crowd of frostburned, mostly Stormfolk with a few knights, are held behind bars. In the southeast cell, vivid blue and yellow feathers and animated waving mark a seeta as alive. Noticing you, she calls out, "Please, let me out! I can help!" Several frostburned reach toward her through the bars separating their cells, and the seeta shies back from them in fear.

The Prisoner. The prisoner is a seeta gadgeteer named **Shine*** [she/her]. The knights only share that she was jailed for being "dangerous." If the party is escorted by a knight, they try to keep them from talking with Shine. However, she calls out to the party, begging them for help in clearing up the misunderstanding that led to her being held here. Shine can become a key NPC in **Act 4: Tempest in the Tanglewilds**, acting either as an ally or antagonist.

Freeing Shine. The lock on the cell Shine is in can be opened with a DC 16 Dexterity (thieves' tools) check. Orlo doesn't have the key and doesn't know where it is. He is torn about freeing her, as he believes Sir Bandarus likely has a good reason for keeping her here, but imprisoning her alongside so many dangerous frostburned seems wrong to him.

Breakout. Shine has been working on an explosive gadget to break out of her cell. A creature can notice she's hiding the nearly complete gadget under her wing with a successful DC 17 Wisdom (Insight) check. If the party does not free Shine, she uses the device just before the party returns to this area from the vault (area F12), freeing herself and inadvertently also freeing the frostburned.

Roleplaying Shine

Shine [she/her] is a seeta gadgeteer with vivid yellow and blue plumage and a prominent parrot-like beak. Standing over 6 feet tall, she is an imposing figure when she stands at her full height, but more often she stoops to look at something that has caught her interest. Her full name is FeSassara[*chorus of a folk song of the stars shining*]ZeemClatterbeak KeLu, but she prefers to be called Shine. She is originally from the small mining town of Ngaofurr in the Tanglewilds but began her career as a gadgeteer at the University of Axxin.

Innovative Inventor. Shine is a skilled engineer. Many of her inventions blend modern cogwork with a few Fizzar principles. Her prized possession is her multipurpose staff, which has many utilities as well as being a useful tool for self-defense. Her staff is currently in Sir Bandarus's quarters (area F4)

Curiosity Caught the Seeta. Shine uncovered the existence of Knowhere while looking through old documents in the University of Axxin library. She made her way here alone several months ago. At first, she was welcomed by the knights, who thought she might become a new squire. However, when she was caught trying to open the seal of the vault, she was thrown into the dungeon and has been there ever since.

What Shine Knows. Shine knows just enough about the Fizzars to be dangerous. She has learned that they weren't demon-wizards as the legends paint them, but inventors and scientists. She admires them and longs to understand why they faded away. Shine knows they had access to a powerful power source and has been searching for more information about it. She does not know the lesser elemental hearts contain the life force of elementals and would be horrified to discover this fact. She is completely unaware of Klaythusar and the current storm. She is scared by the attacks on the fortress, but knows nothing about the hollowings.

Follower of the Amaranthine. Inspired by the Fizzars, Shine also sees her search for knowledge as a form of worship of the Amaranthines. In particular, she is dedicated to Hath the Whisperer and Eresutha the Hidden. She wears an amulet she made herself bearing their symbols. Shine considers fellow followers of these Amaranthines as kindred spirits.

Shine's Traits

Ideal. "The best way to understand anything is to take it apart."
Bond. "I can make life better for everyone with my inventions!"
Flaw. "I can't help sticking my beak into other people's business."
Vault Trap door. When the party searches for a way into the vault, read or paraphrase the following:

At the base of the spiral stairs is a large square metal trapdoor with an inscription in humblescratch. You can feel energy radiating from it and it produces a low hum.

The door to the vault is warded. A creature that touches the door must make a DC 15 Constitution saving throw, taking 3d8 lightning damage on a failure or half as much on a success. A successful DC 15 Intelligence (Arcana) check reveals that to dismiss the ward on the trapdoor, a spellcaster must expend a spell slot of 1st level or higher while reading the inscription

on the trapdoor. Alternatively, the ward on the door can be dismissed with the *dispel magic* spell cast at 3rd level. A character can then pick the lock with a successful DC 18 Dexterity check using thieves' tools, or can force the door open with a successful DC 20 Strength (Athletics) check.

After Leaving the Vault

When the party returns to this area with the lesser elemental hearts, the **frostburned*** break out from the cells. This is either caused by Shine setting off her explosive gadget to escape or due to the presence of the hearts increasing their strength.

> **Orlo leaps forward, sword drawn. "Hurry, we must get back to the upper levels!" He attempts to cut a path through the frostburned for you, but is clearly outmatched.**

Combat and Retreat. The frostburned focus their attacks on any creature holding a lesser elemental heart. There are too many frostburned for the party to defeat in the dungeon. If they retreat up the stairs, the spiral means that only two pursuing frostburned can make attacks at one time. Creatures more than 10 feet away from the frostburned on the stairs have total cover.

F12. The Vault

> **Nearly every surface of this massive stone room is piled high with heavy, metal cases. On every box, wards and arcane runes glow faintly in red, giving the room a frightening tint. Mounted on the south wall is a large, empty stone frame.**

The vault is a 35-by-35 foot room with stone walls.

Forbidden Knowledge. The vault stores forbidden Fizzar technology. Powerful wards prevent anyone from accessing the most dangerous technology, which are stored in metal crates covered in abjuration runes.

The Fizzar Defense Network. On the wall at the far end of the vault is a stone mural, partially dismantled. Square blocks of stone are piled nearby. To activate the defense network, the stone blocks must be placed back in the correct order to form a mural of the Amaranthine Ostelo's face. Underneath the mural is a Fizzar cradle with a twelve-sided lesser elemental heart inserted in it. It is glowing green, and lines of green light extend from it along the floor and up the walls, illuminating this room.

When the stone blocks are placed in the mural in the correct order, a chest rises from the floor. It contains two lesser elemental hearts. A yellow one has six sides and an orange one has nine sides. These hearts can be placed in the Fizzar cradles in the entrance hall (area F2) and on the battlements (area F9) to activate Knowhere's defenses.

CONCLUSIONS

If Sir Bandarus remains in power and the party surrenders or is subdued, he demands the party leave Knowhere and never return. Bandarus threatens the party with incarceration if they come back, and suggests even worse consequences if it's found out that the party has revealed the location of the fortress. Orlo is kicked out of the order as well, told never to come back.

If Sir Bandarus was removed from power, the next most senior knight, Sir Amwald the librarian, takes over the leadership role. She invites the party to discuss their next steps with her. While she is thankful to the party for saving Knowhere, she is nervous about the use of Fizzar technology. If the characters have shared information regarding their mission to Halara, Sir Amwald asks Orlo to accompany the party to the Tanglewilds to learn more about the current situation.

If the party failed to activate the Fizzar defenses, the hollowings overwhelm Knowhere. The party must succeed on three DC 15 Dexterity (Acrobatics) group skill checks before accumulating three failures to escape the swarmed fortress as the hollowings overrun it and the frostburned pour out from the underground levels. If the party successfully escapes, they emerge onto the mountainside and witness Knowhere completely covered in elemental spirits. Only a few of the knights survive and plan to regroup at their secondary base in the forest of Rimewood at the northern extents of Firnveldt.

If the party freed Shine, she is eager to help them unravel the mystery of Klaythusar. The gadgeteer is excited to learn that an ancient Fizzar has appeared, even if he is a threat. She believes that her gadgeteering expertise can help them and asks to travel to the Tanglewilds with them.

If the party did not free Shine, she escapes from Knowhere by herself. Believing that the party knows important information about the Fizzars, she attempts to follow them to Halara without being detected.

REWARDS

After completing this part, the party advances to level 8.

Stone Mural Solution

Nine Simpson

Part 13: Riding the Wind

Whether the party left Knowhere on good terms with the Knights, with the gadgeteer Shine, or with the fortress in flames, they need to get to the Tanglewilds as quickly as possible. This part presents two options for travel: flying with the windwatchers or trekking down the mountain range.

The Wingwatchers' Nest

The fastest way out of Stormcrag is to catch a ride with one of the windwatchers. These flying lizards nest in the peaks but hunt in the Tanglewilds. Some windwatchers have an understanding with the Stormfolk and allow them to ride on their backs in exchange for food and protection from other flying threats.

There is a windwatcher nesting site around 2 hours hike from Knowhere. If Orlo or Shine is with the party, they know its location.

Reaching the Nests. The last 50 feet to reach the nesting site is a series of narrow stone steps jutting out from the edge of the cliff. High winds tug and push at anyone who dares cross. To safely cross, a creature must succeed on a DC 12 Dexterity (Acrobatics) check. On a fail the creature has a difficult time, eventually reaching the summit but taking 2d6 slashing damage from sharp rocks.

At the end of the perilous steps, a wide ledge opens out. Above, stuck to the cliffside, are the spherical nests of the windwatchers. Several curious lizard-like heads poke out of the woven nests, each observing you with many eyes. Some smaller ones are clearly juveniles. One of the larger windwatchers crawls out of her nest and glides down to the ledge. She shakes out her frill, showing off all nine of her eyes before settling herself and cocking her head at you with interest.

Communicating with the Windwatchers. The windwatcher who greets the party is the matriarch of this flock. Windwatchers speak Auran and understand Birdfolk. If no party member can communicate with the windwatcher, she dips her forewing in a puddle and uses it to draw diagrams on the stone ledge. The matriarch's name in Auran means Light Mist in the Valley [she/her].

Helping the Windwatchers. The windwatchers here have been badly affected by Klaythusar's storms. Their young aren't strong enough to fly in through the tempests and thus haven't been able to hunt for themselves. The adults have been struggling to bring back enough food as they have been attacked by angry monsters in the sky. Based on the descriptions provided by the windwatches, the characters can easily deduce that the monsters are actually hollowings spawned from air elementals.

The party can convince the windwatchers to carry them as far as the Tanglewilds with a successful DC 13 Charisma (Persuasion) check. This check is made with advantage if the party shares food with the windwatchers or explains that they are trying to end the magical storm. If the party fails to get the windwatchers to cooperate, see **The Long Way Down**.

Flight of the Windwatchers

If the party successfully convinces the windwatchers to fly them out of Stormcrag, a sufficient number of adult windwatchers emerge from their nests ready to fly. One Medium creature can ride a windwatcher, and a Small creature can either ride a windwatcher alone or with another Small creature. Roll on or choose from the Windwatcher table to determine which windwatchers offer to carry the party.

d6	Windwatcher
1	Breeze Stirring Leaves [he/him] is a nervous green windwatcher. Creatures gain a +1 to AC while riding him.
2	Warm Updraft Over the Cliff [they/them] is a playful pink windwatcher. Creatures have advantage on Dexterity saving throws while riding them.
3	Light Mist in the Valley [she/her] is a wise blue windwatcher and matriarch of this flock. Creatures have advantage on Perception checks while riding her.
4	Cloud Obscures the Sun [she/her] is an eager yellow windwatcher. Creatures have advantage on Initiative rolls while riding her.
5	Distant Haze on the Horizon [he/him] is a steady purple windwatcher. Creatures have advantage on Dexterity saving throws while riding him.
6	Strong Gale Brings the Scent of the Sea [she/her] is a bold red windwatcher who loves to go fast. She can take the Dash action as a bonus action while a creature is riding her.

Nine Simpson

Once the party is ready to go, the windwatchers lie down to allow them to climb onto their backs and launch off the ledge into the sky.

> **Air rushes around you as the windwatchers' wings find their rhythm and soar away from the cliffside. The ground drops away beneath you, and within moments, the nests seem like dots. The long curve of the Greenspine Mountain Range arcs out in front of you, and beyond that, the deep green expanse of the Tanglewilds. Over the rushing wind, you can hear the windwatchers trilling to each other.**

Hollowing Air Assault

The windwatchers carry the party for many miles down the Greenspine. The party's presence draws the attention of air elemental hollowings, which attack. **Air hollowings** are almost invisible, and any character who doesn't succeed on a DC 17 Wisdom (Perception) check is surprised in the first round of combat. The hollowings largely concentrate their attacks on the party members, which remind them of the Fizzars who killed their elemental forms.

Windwatcher-back Combat. While being ridden, a windwatcher shares initiative with the creature riding it. While riding a windwatcher, a creature's speed is replaced by its windwatcher mount's speed, and it can use its movement to move with the windwatcher. The windwatcher must move at least 10 feet every round, or it begins to fall. Instead of making attacks, casting spells, or undertaking other actions of their own, a creature riding a windwatcher can use their action to instruct the windwatcher to make a bite attack against a target within range.

Falling. The windwatchers' aerial hunting skills means that characters are at no risk of falling off during the fight if using normal flight maneuvers. If a creature is knocked off their mount by an enemy, or loses their grip from becoming paralyzed or incapacitated, they fall and land on a stone ledge 200 feet below.

After Combat. Once the hollowings are defeated, the windwatchers need to rest. They put down at the Temple of Naba (see **Part 15**).

The Long Way Down

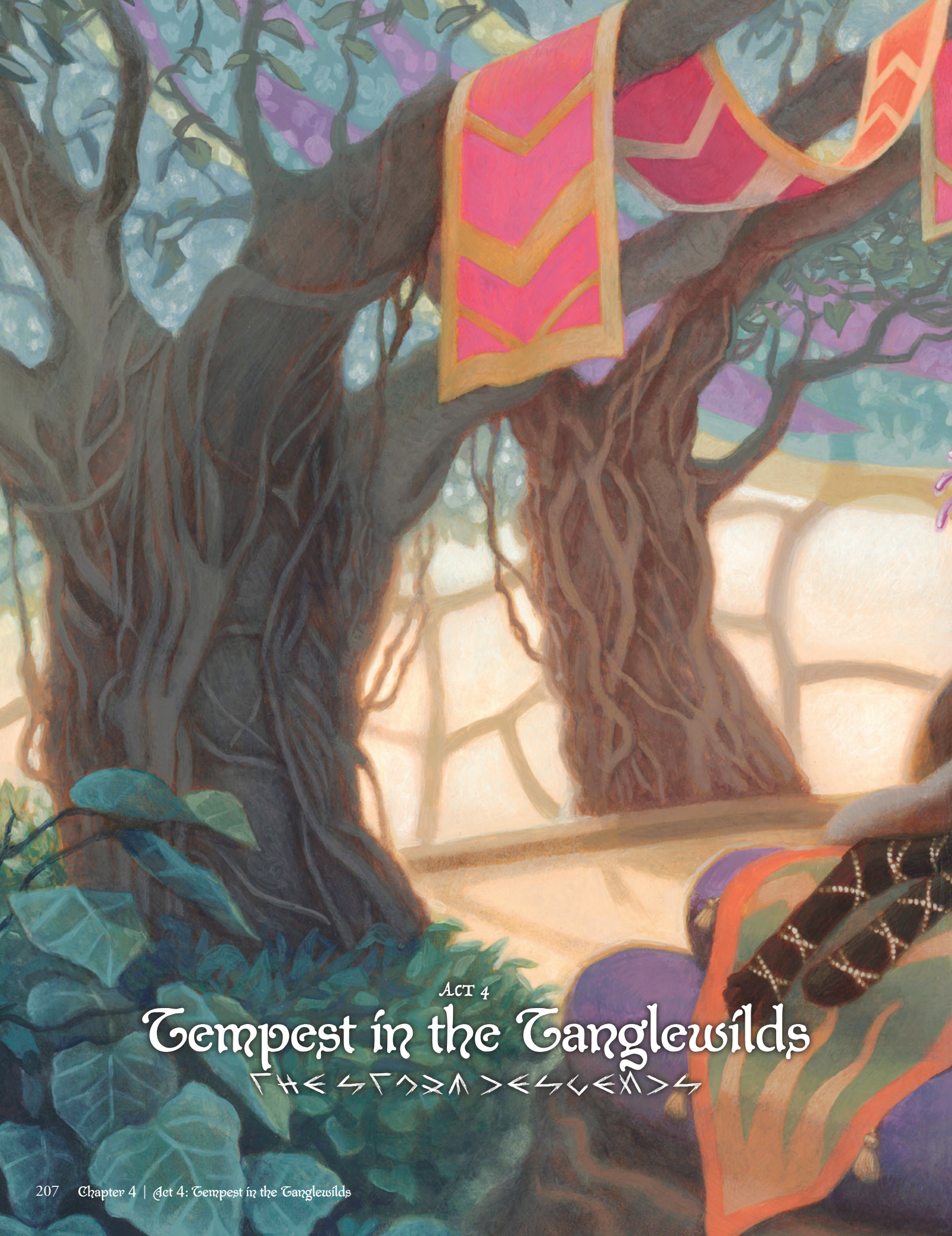
Without the windwatchers' help, or if the windwatchers are severely injured in the fight with the hollowings, the only way for the party to continue is to trek down the Greenspine. One party member must make a Wisdom (Survival) check to determine how long this journey takes. Consult the **Greenspine Trek** table for the result. The Stormcrag mountains table is found in **Appendix D: Random Encounters**.

Greenspine Trek

DC	Journey Time and Events
25+	3 days. The party finds several helpful shortcuts and a rockburrow traveling herbalist named Shami [he/him] who offers to sell them up to four *potions of healing* for 15 gp each.
20–24	6 days. Roll on the Stormcrag mountains random encounter table twice and use the lowest result.
15–19	12 days. Roll on the Stormcrag mountains random encounter table once.
10–14	14 days. Roll on the Stormcrag mountains random encounter table twice and use the highest result.
0–9	20 days. The journey is harrowing. Roll on the Stormcrag mountains random encounter table twice and use the highest result. At the end of the journey, each party member must succeed on a DC 15 Constitution saving throw or gain 2 levels of exhaustion.

Leaving Stormcrag. Once the party has descended through Greenspine, they arrive in the Tanglewilds, a lush rainforest. The first major settlement they come to is the Temple of Naba (see **Part 14**).

Scott Murphy



Act 4

Tempest in the Tanglewilds

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Even wild things bow to the Regent

Amanda Black

Erika Taguchi

Part 14: Heartbeat of Dako

LEARNING FROM THE PAST

In Act 4, the party finally reaches the jungle region called the Tanglewilds. Read the section on the Tanglewilds in **Exploring Wesden** as you prepare to run these parts.

This part sees the party arrive at the Temple of Naba, an ancient Fizzar shielding facility. Here they can learn more about the history of the Fizzars and of the dangers of interfering with their technology.

Naba

Rising twice the height of the trees around, a great stone structure fills a clearing. Its precise geometric shape shows the genius of its builders, and the growth of plants across its surface speaks of its age. In front of the temple is a great green stone statue of a cat sitting on its haunches, eyes closed. Clustered around the base of the temple are a few homes shaped from trees or made from leaves. A group of figures in green robes is enjoying a meal around a small campfire.

The Temple's Purpose. The Temple of Naba was originally built by Fizzars experimenting with drawing cosmic energy from the stars. Following the Shattering, it was converted into a powerful arcane shield. The temple stabilizes arcane energies in the region, using a magical device called the Heart of Dako, a powerful *elemental heart** that contains the spirit of a lava elemental that once lived in the Tangkehraw volcano near Halara. Unlike most elementals that were captured by Fizzars, the lava elemental Dako willingly became an *elemental heart** to protect the Tanglewilds from the effects of the Shattering. It is motivated by a deep compassion for everything that lives in the region, and has the ability to communicate telepathically.

The Stone Cat. What appears to be a statue of a great stone cat is actually an ancient **Fizzar construct***. When the Fizzars gave up their experiments, they wanted to leave something to defend the temple even after no one remembered why it was necessary. The stone cat once dwelled deep inside the temple, but after the Firewing brothers Flash [he/him] and Flare [he/him] broke in, it took up a new position in front of the sealed temple entrance. The stone cat only activates if it senses a threat to the temple.

Recent History. Over the past 50 years since the events of the **Heartbeat of History**, a small camp has sprung up around the Temple of Naba. Fearful that the temple would become a target for treasure hunters again, a local branch of the Tenders swore to defend it. Leading these protectors is Flare Firewing, the brother of the duplicitous Flash Firewing from **Part 4**.

The Tenders. The folk in green robes are members of a branch of Tenders from Oath of the Living Jungle. Their main goal is to protect the Temple of Naba from intruders, as they correctly believe that if it is disturbed, it could be disastrous for the area. They do not know who built the temple or its original purpose. When the party arrives, they are greeted by Flare. He invites them to join the evening meal, including the windwatchers if they are with the party.

The Windwatchers. After one night of rest, the windwatchers begin their journey back to Stormcrag. While they are grateful that the party is trying to stop the root cause of the storm, they must return to take care of their young and won't fly the party any further.

Roleplaying Flare Firewing

Flare [he/him] is a sylph with green plumage and a blue crest. He moves with swift but deliberate movements, wasting little energy. He closely resembles his brother Flash, a detail that can be noticed with a DC 11 Wisdom (Insight of Perception) check. Flare feels a strong connection to Naba and takes the responsibility of protecting the temple very seriously. He admires the temple guardian, a great stone cat that sits immobile at the entrance.

Same Nest, Different Paths. Flare is the brother of Flash Firewing. They hatched from the same clutch and grew up together in a village near Naba. While Flare was fascinated by the mysteries of Naba, Flash was more interested in the tales of the adventurers who first reawakened the temple. As chicks, the brothers snuck into the temple to see it for themselves. The temple's guardian, a huge stone cat construct, caught them and evicted them before settling down at the entrance of the temple. The brothers reacted to this experience in different ways. Flash left Naba to seek out the aged adventurer Nadia Dar [she/her] as a mentor and pursue an adventurous life. Meanwhile, Flare joined the Tenders and dedicated his life to protecting the temple and its secrets.

Brotherly Argument. Flare tried to convince Flash that adventuring for personal gain and glory wasn't the right thing to do. The two brothers quarreled and have not spoken since. If Flare learns about Flash's involvement in the events of the adventure, he is deeply saddened.

Flare's Traits

Ideal. "Everyone is part of nature, and nature is part of everyone."
Bond. "I'll take care of the Temple of Naba to make up for what my brother and I did as children."
Flaw. "I am overly trusting, even toward those who have hurt me."

Flare shares the cautionary tale of Naba

Amanda Brack

HEARTBEAT OF HISTORY

50 years ago, a party of adventurers called the Companions of the Blue Rose stole something important from the Temple of Naba, and a group of brave Tanglewilds Guides had to steal it back and return it. Flare offers to show the party the history of Naba using a magical ritual. If the party agrees to participate in the ritual, Flare prepares a comfortable space for the party to sit and lights enchanted candles that help facilitate visions of the past. When Flare starts the ritual, read or paraphrase the following:

> **The jungle around you shimmers and swirls as you are transported into the Tanglewilds' past. You look down and see that your hands and arms are no longer your own as you enter the Temple of Naba for the first time. You feel a sense of purpose wash over you, and realize you have an important task: to return a lost artifact to its rightful home.**

The Vision. During the ritual, the party learns the following facts:

- 50 years ago, a group of adventurers called the Companions of the Blue Rose broke into the Temple of Dako and stole a powerful artifact called the *Heart of Dako**.
- A group of Tanglewilds Guides, Dorri Treewise, Jasmina "Jazz" Underleaf, Yeshterr Luzkeh, and Zenja Brightfeather, stole the artifact from the Companions and returned it to the temple, averting a great magical disaster.
- Inside the temple, the guides encountered the stone construct, which now stands at the entrance to the temple.
- The Tanglewilds Guides learned that the temple is part of an ancient network of defenses that prevents magical devastation in the region.

The Companions of the Blue Rose, particularly Nadia Dar, was an inspiration for Flash. Nadia now lives in Halara.

PLAYING THE RITUAL AS A SIDE ADVENTURE

If you'd like to provide the players with a more hands-on way to experience the ritual, you can play through the ***Humblewood: The Heart of Dako*** adventure. Have each of your players use one of the premade characters provided in the adventure. The party experiences the events of the ritual from the point of view of these characters, and the players control these characters. If you have more than four players, create additional player characters to be part of the party of Tanglewilds Guides as needed.

Different Outcomes. Depending on the player's actions while playing through ***Humblewood: The Heart of Dako***, the present-day situation in Naba may be different, reflecting the history in your version. Include these details as you wish.

Humblewood: The Heart of Dako adventure is available to download at humblewood.com/dako.

CORRUPTED APPRENTICE

Shortly after the party completes the ritual, a commotion breaks out in front of the temple. Read or paraphrase the following:

> **A low murmur moves through the crowd gathered outside the temple, as the stone cat that stands guard lets out a low growl. Standing in front of the construct, cowering, is a mapach with a long nose. The small figure is wearing simple robes, with a tool belt around his waist. Crushed beneath the foot of the stone construct is a small Fizzar construct.**

The mapach is Mundi [he/him], a **Fizzar apprentice*** of **Natu Tutulatu*** [she/her] in Halara (see **Part 16**). Mundi has fallen under the influence of Klaythusar, his mind warped with promises of power over the elements. Klaythusar had commanded him to come to Naba to steal the Heart of Dako, so Klaythusar might be able to use it to stabilize his physical form. Mundi was attempting to sneak his **Fizzar drone*** into the temple to retrieve the heart, but was caught by the stone cat and his drone is now beyond repair.

What Mundi Knows. When confronted directly, Mundi seems frantic and confused. He remembers a robed figure with a raspy voice approaching him on his way to speak with Natu. The figure promised him access to 'great and powerful Fizzar secrets' if Mundi agreed to steal the Heart of Dako. Mundi won't fight the party directly, but will look for any opportunity to evade them and the stone cat and get into the temple. He is consumed by Klaythusar's request, and will do anything to fulfil it.

Helping Mundi. Mundi is under a unique curse placed upon him by Klaythusar to drive him to do the Fizzar's bidding, and can only be free of it by having a remove curse spell or equally potent magic cast on him. Once he is free of Klathusar's control, Mundi is immediately remorseful and ashamed of his actions. Natu has taught him how important it is to be respectful of Fizzar technology and to treat sites like Naba as sacred.

BEYOND NABA

At the end of this part, Regent Elisa, ruler of the Tanglewilds, summons the party to the capital city of Halara. The party can choose to travel to Halara on the barge she has sent for them.

Mundi's plans are crushed

Nine Simpson

Part 15: The Regent's Barge

The morning after the party has finished a long rest at Naba, they awake to the arrival of the Regent's barge.

> **Roars fill the air as a huge barge sails up the river and into view. As the shallow-bottomed boat draws closer, it becomes clear that the roars aren't from a monster but from ranks of guards beating on dozens of drums. Golden flags and sails bearing the symbol of the sun Amaranthine Khaluz shine in the morning light.**

An Esteemed Escort. A sun eluran resembling a leopard with dark spots covering her pale grey fur descends from the barge. She is dressed in pale silver robes. This is Pia [she/her](**assassin**), the moon princess and Regent Elisa's sister. As the moon priestess, she is the head of the Regency's spy agency. Pia does not reveal any details about her true identity beyond her name and that she works for the regent. All other occupants of the barge defer to Pia and treat her with great respect. Characters from Halara who succeed on a DC 15 Wisdom (Religion) check recognize her as the moon priestess and know this makes her the regent's sister, which Pia won't deny.

Pia offers the party a scroll containing a personal invitation from Regent Elisa to an audience with her at her palace in Halara. The invitation is scented with a delicate perfume with notes of amber and saffron. Any character that knows Eluran recognizes this scent as one that communicates a sense of authority and that this is less of an invitation and more of an order.

What Pia Knows. Pia has made it her business to learn as much as she can about the party before her arrival. However, most of her information comes from Flash Firewing, who is now in Halara. If the party are the Heroes of Humblewood, she is fully aware of their exploits there.

Tender Reaction. Flare and the other Tenders are overawed at the arrival of the barge. They know that a direct invitation from the regent is a serious honor.

Accepting the Invitation. If the party accepts the regent's invitation they can board the barge as soon as they are ready to depart. Pia is patient for as long as the party requires to prepare for the voyage. Once the party is ready, see **Welcome Aboard the Luz'un'eulm Tehrr'ek**.

Rejecting the Invitation. If the party chooses not to accept the invitation to travel aboard the barge, Pia gently expresses her disappointment. She insists that they keep the invitation as it will allow them to gain entrance to the palace in Halara and asks that they visit the regent at their earliest convenience. The barge departs. If the party does eventually visit Regent Elisa, she is less friendly toward them and less willing to listen to their point of view.

Bringing Mundi. If the party is able to detain Mundi, or free him of the hold that Klaythusar has on him, they have the option to bring him with them on the barge. If Mundi is still under Klaythusar's influence, Pia will insist he is detained in the barge's small brig for the length of the journey.

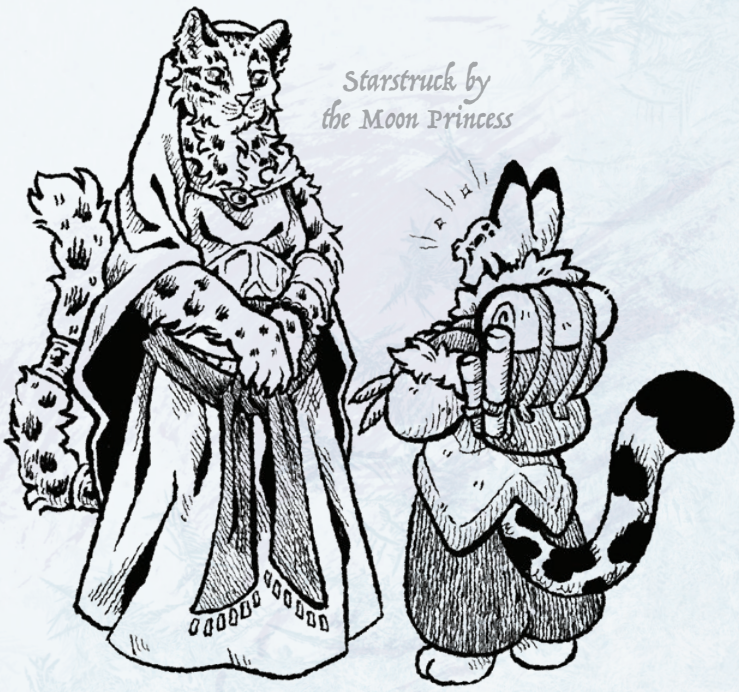
Roleplaying Pia, the Moon Princess

Outwardly, Pia [she/her] is a calm and gentle person with great reserves of empathy. Beneath the surface, she is utterly ruthless in her dedication to the wellbeing of the Tanglewilds. She will not hesitate to do whatever is necessary to keep her people and her home safe. Preferring to work from the shadows, Pia prefers to be underestimated. She would rather listen than talk and asks careful questions to learn as much as she can about the true intentions of everyone she meets.

Pia's Traits

Ideal. "She who knows ten things will always triumph over those who know just one."
Bond. "My role as moon priestess is a gift from Eresutha; I will carry out my responsibility with my mind, heart, and claws."
Flaw. "I can miss the time to strike by watching and waiting too long."

> **NPC COMPANIONS**
> If the party recruited Zaya, Orlo, or Shine, these NPCs join them on the barge and the journey to Halara. If they did not, they are not present in Halara for the following parts. Any events including them can be replaced with other suitable NPCs or skipped.



Nine Simpson

WELCOME ABOARD THE LUZ'UN'EULM TEHRR'EK

The barge Luz'un'eulm Tehrr'ek belongs to the regent of the Luzos Recency. It is used by Regent Elisa and her sister Pia whenever they travel on official business by river. The barge's name means Twilight Saunter in Eluran. Pia lets the party know it will take three days to get to Halara.

The Luz'un'eulm Tehrr'ek is a luxurious shallow craft, propelled by dozens of boat hands using sails and long poles to push the barge forward. It is made from dark wood and decorated in silver and gold. On the top deck there is a dais, shaded with a golden awning. Below decks are cabins, staterooms, galley, and stores.

Captain Taith. The captain of the Luz'un'eulm Tehrr'ek (**Luhz Kehsh warrior***) is a late middle aged sun eluran named Taith [she/her]. She has tiger-like orange and blacked striped fur and golden eyes. After a long career serving in the naval branch of the Luhz Kehsh Regency guards, she was posted to the Luz'un'eulm Tehrr'ek in recognition of her many years of loyal and effective service. Captain Taith is straightforward and encouraging but accepts no insubordination, laziness, or mischief aboard her boat. She has high expectations of her crew and herself.

The Luhz Kehsh. The barge is guarded by eight elite members of the Luhz Kehsh, the eluran guard that serves the Regency. There are always at least two **Luhz Kehsh warriors*** guarding Pia at any given time, while others watch for threats in the surrounding jungle.

Moon Priests. Accompanying Pia are three priests of Eresutha. DeAlama [she/her] is a grey feathered seeta **spy**. Keelmou [he/him] is a Small moon eluran **priest** with dappled brown fur who uses a wheelchair. Click Neverfeather [she/her] is a purple feathered sylph **mage**. All three are aloof and evasive, keeping to themselves rather than mixing with the rest of the crew.

Tythran Ambush

During the night, as the barge is sailing down the river toward Halara, the vessel jerks and comes to a sudden halt. Klaythusar's storm has reached this region of the Tanglewilds, causing the river to freeze. Eight boat hands (commoners) and two Luhz Kehsh warriors* climb down and begin cutting the barge free from the ice, but their work is interrupted by a terrible scream. Five **tythrans***, predatory lizards that roam the jungle, are taking advantage of the situation to attack the barge. Before the characters can join the fray, two boat hands and one Luhz Kehsh warrior are dragged 20 feet into the jungle by three of the tythrans. Attacking one of these tythrans forces them to drop the unconscious creature they have in their jaws and draws them into combat.

The tythrans are eager to feast but won't continue fighting after three or more of them have been defeated.

Rewards. If the party is able to drive off the tythrans and rescue the folk taken by them, the captain is deeply grateful. Once the barge is freed from the ice, she invites the party to join her at the captain's table to enjoy a late-night refreshment.

Encounters on the Barge

Roll on or choose from the following table to add additional encounters to the time spent on the barge.

Encounters on the Barge

d4	Encounter
1	A **swarm of tanglewasps*** displaced by the storm seeking warmth has set up a hive in the galley.
2	At dinner, a party member overhears three Luhz Kehsh warriors discussing the storm. One of the warriors shares a rumor that the regent has access to a powerful Fizzar artifact and suggests she might be able to use it to stop the storm.
3	The moon priests approach Pia with a cryptic warning from the Amaranthine Eresutha. Pia brings the message to the party in hopes they can understand what it means: "Thawed and melted, evaporated but not defeated. Though it may be invisible, water always returns."
4	While the party meets with the barge captain, someone steals Pia's *ring of spell turning*. As Captain Taith knows the party was with her in her cabin when the theft likely occurred, she asks them to investigate. The culprit, Fomurr [he/him] is a sun eluran thief (**bandit captain**) posing as a member of the kitchen staff.

Arriving in Halara

After three days of travel, the barge arrives in Halara. Read or paraphrase the following:

> **The great city of Halara stretches out in front of you, emerging seamlessly from the jungle surrounding it. Huge vines have been braided and treeshaped into roads that crisscross the city at various heights, following an organic, living order of twisted paths. Homes and buildings are shaped from plants and woven from branches. But as the barge sails onto the wide lake below the Tangkehraw volcano, the greatest sight of all is the Evertree. This enormous tree resembles a banyan tree, with titanic roots and hanging tendrils. Colorful awnings are set up among its branches, framing the regent's palace.**

Tythran's on the hunt

Nina Simpson

Part 16: Halara

THE JEWEL OF THE JUNGLE

In this part, the party can explore the great city of Halara. It acts as a sandbox that they can return to throughout Act 4 of the adventure. They may make allies or enemies of powerful figures including Elisa the faa'seng and Natu Tutulatu, an ancient frostbitten Fizzar and advisor to the regent.

The Storm Comes to the Tanglewilds. When the party arrives in the Tanglewilds, Klaythusar's storm is still raging over the Spellsea. The northern area of the Tanglewilds is suffering under ice and snow that is killing the tropical plant life. Many refugees from the north have fled the storm to Halara, crowding the streets and inns as they scramble to find places to stay in the city.

WHAT ARE THE COMPANIONS UP TO?
By this stage of the adventure, the party may have a few NPCs with them, each with their own agenda.

Orlo. Whether he was kicked out of Knowhere by Sir Bandarus, or sent to Halara by Ser Amwald to further investigate Klaythusar, he will stick close to the party until they meet Natu. After that point, Orlo will offer to stay with Natu, partially to learn from her but also to make sure she is safe.

Shine. If Shine is with the party when they arrive in Halara, she thanks them for the escort and helping her get out of Knowhere, then disappears into Halara seeking more Fizzar knowledge. Shine eventually gets lured into Klaythusar's machinations as detailed in Events in Halara.

Zaya. After what she witnessed in Naba and all her experiences with Klaythusar, Zaya is invested in seeing Klaythusar defeated. She will accompany the party throughout the rest of their adventures unless otherwise asked to stay behind.

ATLOH, PALACE OF THE FAA'SENG

Pia guides the characters from where the barge is docked to the foot of the Evertree palace. As they approach the regent's palace, read or paraphrase the following:

Fluttering in the branches of the great Evertree, gently flowing fabrics form the shifting shape of a sprawling palace. As you draw near to the entrance, a dozen figures in flowing silks untie and rearrange a section of the palace, expanding the space within for some unknown purpose.

The palace is constantly busy with visitors, hosting various ceremonies and rituals throughout the day and night. As Pia leads the party to the regent's chambers, crowds quietly part to give space for them to pass. The regent's throne room sits at the top of a gnarled staircase of roots.

Warm rays of sunlight come through the canopy, falling across an elegant throne and its occupant. A regal sun eluran sits attentively, her fingers steepled. She nods gently, a serene smile on her face. "Welcome to Halara! I understand you had quite an ordeal in Cleave. I would very much like to hear all about how you saved that fair city. I have a feeling you may be able to help Halara too…"

Roleplaying Elisa, the Faa'seng

The Regent Elisa [she/her] possesses a ferocious strength beneath a calm, gentle exterior like the flash of a claw hidden inside a velvety soft paw. An accomplished and confident ruler, Elisa has ordered deaths and fought off assassination attempts for over 40 years. With utter devotion to her people as a whole, she aims to act in the best interest of the empire, accepting that some individuals may suffer for the good of the nation.

Elisa ascended to the throne at a young age. Despite her youth, she outmaneuvered those who sought to exploit an inexperienced regent and proved herself a ruthlessly capable ruler from the first years of her reign. For the past 40 years, she has overseen a flourishing in the Luzos Empire.

Daughter of the Sun. Elisa is deeply religious and takes her role as the mortal representative of Khaluz, Amaranthine of the sun, incredibly seriously.

Regent's Companion. Elisa's constant companion is her pet **radiant orephidian***. The orephidian is named Rreem, the Eluran word for treasure, and she is utterly devoted to Elisa. She personally raised Rreem from an egg on a diet of crystals that priests of Eresutha infused with radiant energy. Elisa is renowned for remaining calm in any crisis, except when her precious pet becomes ill or injured. Should anyone attack Elisa, Rreem defends her faithfully.

Elisa's Traits

Ideal. "The sun illuminates the true order of things."
Bond. "My first duty is to the people of the Luzos Regency. I must take care of them."
Flaw. "I will always take a risk if I believe it will help my people."

Elisa shows genuine interest in the party's adventures up until this point, though a character who succeeds on a DC 17 Wisdom (Insight) check will be able to tell that she has already been made aware of a lot of their tale. If the party expresses any concern that Klaythusar might still be alive, Elisa insists emphatically that he is gone, and she has heard many reports from Cleave that confirm this.

Flash and the Heart of Ice. If the party mentions Flash or the *Heart of Ice** to Elisa, she is evasive and tries to return the conversation back to the party's exploits. A successful DC 20 Charisma (Persuasion) check will convince her to admit she was disappointed that Flash and his crew behaved how they did, but that she would do it again to secure such an important artifact. Attempts to push her further on the subject, or to question her actions, will cause her to drop any pleasantries and the rest of the conversation will be cold and to the point.

The Regent's Request

After listening to the party's tale, Elisa steers the conversation towards discussing Halara's current predicament, the terrible winter storm that is ravaging the city and the northern jungles of the Tanglewild. She wants the characters to speak with her advisor Natu, an eluran who lives inside the dormant volcano that looms over Halara, Tangkehraw. She explains that Natu is a genius gadgeteer and scholar of ancient Fizzar technology, but has an unfortunate condition that requires her to stay within the warmth of the volcano.

Elisa explains that Natu has ideas on how to protect the city from the terrible weather, but needs additional assistance, as some of the gadgeteer's young apprentices have gone missing recently and Natu is shorthanded. Elisa left the Heart of Ice with Natu for safe keeping and study, and asks the party to see how it can be used to defend against the storm. The regent presents the party with specially enchanted brooches that protect the wearer from the heat of Tangkehraw, and says they can keep them for as long as needed to deal with the storm. She asks that the party keep their task and their time with Natu secret, as she does not want to alarm the people of Halara any further.

Ignoring the Invitation to the Palace

If the party delays their visit to the palace for longer than a day, Pia seeks them out and insists they come and meet with Elisa, but does not push the issue. After another day in Halara, the party is visited by Rrei [he/him], a shy moon eluran and one of Natu's apprentices. Rrei apologizes for his interruption, and hands them a small package and a note. The package has enough enchanted brooches for the party to enter the volcano safely, and the note reads:

> *I fear Klaythusar is still amongst us, and the faa'seng refuses my counsel on the matter. You fought him, you know his persistence. Find me in Tangkehraw, these brooches will allow you to resist its heat—you'll have to find your own way past the guards.*
>
> *—N*

A Flash of Flash

This scene can occur when the characters are leaving the palace, or any time they are near the front doors.

Near the exit of the palace, you catch a glimpse of familiar green and gold plumage weaving through a crowd of visitors. Flash Firewing straightens his wide-brimmed hat with a gauntlet of stone and metal that crackles with electricity, before disappearing into the throng of people outside the palace.

Flash fades into the crowd

Flash's new gauntlet is an incentive from Klaythusar to help him retrieve the Heart of Ice from the regent. Though the party's view of it is fleeting, it can be identified as Fizzar technology with a successful DC 18 Intelligence (Arcana) check. If Zaya is with the party, she identifies it immediately, but notes that it looks new.

Following Flash requires a successful DC 17 Wisdom (Survival) check, which leads the party to an abandoned building in Halara's Jade District, where they lose Flash's trail. More information about Flash's activities in Halara are detailed in **Events in Halara**.

TANGKEHRAW, VOLCANO

Access to the volcano Tangkehraw is restricted on the orders of the Regency. The public reason is that the volcano's slopes are too dangerous. The true reason is that the volcano houses an ancient Fizzar named Natu and her laboratory.

Invitation to the Volcano. If the party is invited to the volcano with the permission of Regent Elisa, the first time they visit, they are escorted up the winding stony path by four **Luhz Kehsh warriors***. They are taken to a small cave in the middle of the volcano, which leads to a winding tunnel that snakes its way to Natu's chamber.

Nine Simpson

Sneaking into the Volcano. The party can sneak into the volcano past the guards by successfully making a DC 16 group Dexterity (Stealth) check. If they fail, the guards assume they are lost and direct the party to a nearby inn or pub to get out of the cold. If the characters attempt to sneak in a second time, the guards will be less forgiving, interrogating the characters thoroughly about their plans. If the party escalates this encounter, by threatening, intimidating or harming a guard, twelve **Luhz Kehsh warriors*** are dispatched to detain the party. If detained, their fates will be in the hands of the regent.

Natu's Chamber

The air in this chamber is thick, and walking through the heat is like wading through water. Despite the oppressive environment, a comfortable living space is laid out within with a bed, desk and small work area. An elderly tilia takes rapid notes at her desk, unbothered by the heat.

Close to the heart of the volcano, overlooking a slow moving magma lake, lies Natu's chamber. A 60-foot by 80-foot cave has been excavated and houses Natu's living quarters and laboratory. To the west is a bubbling lake of lava, filling 20 feet of the cave.

The Heat. The temperature inside Natu's chamber is very high. Any living creature that spends more than 10 minutes here must make a DC 12 Constitution saving throw or gain a level of exhaustion. Creatures wearing one of the enchanted brooches automatically succeed on this check. Frostburned that have not become ice statues that enter this chamber melt over the course of 1 minute, regaining their original personality. They have no memory of their time as a monster other than a recollection of feeling impossibly cold. This transformation ends 1 minute after a frostburned leaves the chamber.

Fizzar Cradle and Shield Rigging. In the center of the chamber is a cradle for a large Fizzar *elemental heart**, like the Heart of Ice. The characters will recognize its similarity to the ones in the fortress of Knowhere (see **Part 12**) except that this one looks much newer. Four lines of runes extend from the runes along the stone floor, linking to four large Fizzar machines connected to the walls of the chamber. If asked about it, Natu explains that it is a device built at the behest of the regent with the intention to harness some of the volcano's power into *lesser elemental hearts** for Natu to use in her research. A character that succeeds on a DC 16 Wisdom (Insight) check recognizes that Natu has not been entirely honest about the device, and is skeptical of the regent's motivations. Succeeding on a DC 16 Charisma (Persuasion) convinces Natu to open up about it further, explaining that the device can be used to project a shield around Halara, if a strong enough power source is put in the cradle. She expresses strong discomfort with this idea, as she vividly remembers the Shattering and the abuse of elemental energy that happened at the Temple of Rime and Reason.

A character can investigate the cradle on their own by succeeding on a DC 19 Intelligence (Arcana) check to decipher the runes as belonging to both the conjuration and abjuration schools of magic.

Roleplaying Natu Tutulatu

Natu Tutulatu [she/her] is a frostburned tilia who has been living inside the volcano for centuries. Her frostburned nature has made her effectively immortal. Her green scales are tipped with ice, but thanks to the extreme heat within the volcano, she retains her sense of self and her intelligence. Natu speaks rapidly, often peppering archaic words into her speech. She can be impatient and always moves at a frantic pace.

Natu's History. Natu lived at the same time as Klaythusar. As a young Fizzar, she was drawn to the charismatic eluran's grand vision of capturing the strongest elementals in Everden. She worked as Klaythusar's assistant, helping him build the Temple of Rime and Reason (see **Part 3**). Natu was present when Klaythusar's attempt to capture the **Aspect of Water*** caused the Shattering. The force of the arcane explosion turned her into a frostburned. With no heat sources to attract her, Natu remained dormant just outside the frozen temple until a Fizzar investigation team arrived. As the Fizzars approached, Natu warmed enough to become animated and attacked them. The investigators were able to subdue her, and transported her back to the Tanglewilds for further study. When it became clear that Natu was attracted to heat, they took her into the heart of Tangkehraw to see what effect it would have. Inside the blisteringly hot chamber, Natu defrosted enough to return to her senses. She was able to explain what she and Klaythusar had done. But when she tried to leave the volcano, her frostburned nature took over, turning her back into a mindless monster. Therefore, she has remained in the volcano ever since.

Advisor to the Regency. Natu's existence is not known by most people in Halara. Only the regent, the Red Fangs, and elite government officials know she dwells within the volcano. As the last remaining Fizzar from the height of their powers, save for Klaythusar, Natu has served as an advisor to generations of regents on all matters relating to Fizzar technology. Her relationships with the different regents have varied greatly over the centuries. Some have been close friends, while others have largely ignored Natu. Natu considers Regent Elisa dangerous as she has pushed Natu to begin training apprentices in Fizzar ways and wants to use technologies that Natu believes are best left in the past. However, she respects her authority and has been doing her best to meet the regent's demands while not overstepping her own values.

Natu's Traits

Ideal. "The mistakes of the past must not be repeated."
Bond. "I am stuck in this volcano, but I long to see the world beyond again. "
Flaw. "I have lived so long that I think I've heard it all before. "

A frostburnt exile

Emily Fiegenschuh

Klaythusar and the Missing Apprentices

Since the *Heart of Ice** arrived in Halara, some of Natu's apprentices have gone missing. Natu suspects that Klaythusar is at fault, despite reassurances from Elisa that Klaythusar was defeated at Cleave. After hearing the tale from the party's perspective, Natu is adamant that Klaythusar has survived and is manipulating events from behind the scenes. She proposes the following theories:

- Klaythusar's spirit is stronger than his decaying physical form, and it has bonded with the Aspect of Water to keep him alive
- Klaythusar and the Aspect's bonded form are unstable, and Klaythusar needs Fizzar technology to stabilize it again
- Klaythusar has found some way to communicate with individuals and is corrupting Natu's apprentices to help find the parts he needs. This is confirmed if the party has Mundi with them or describes to Natu what happened at Naba (see **Part 14**).

Natu's primary concern is getting as much Fizzar technology before Klaythusar does and based on his interest in Naba she has a pretty good idea of where he may have sent her apprentices.

THE HUNT FOR ELEMENTAL HEARTS

Natu acts as a questgiver in this section of the adventure. After talking with the party and learning what happened at Naba, Natu is pretty sure what Klaythusar is most focussed on finding is *lesser elemental hearts**. These Fizzar artifacts, like the Heart of Dako, can store and control large amounts of elemental energy, which Klaythusar needs to do to stabilize his form.

Natu knows the locations of two of the most likely targets, and insists the party get to the *lesser elemental hearts** before Klaythusar does. The party can approach these locations in any order. Natu suggests that they return to Halara in between so she can secure the *lesser elemental hearts** and convert them into tools the party can use. The locations are:

- **Moonglow Sanctum.** A Fizzar temple and research facility, enchanted to only be visible during certain phases of the moon. See **Part 17**.
- **The Temple of Braided Vines.** The ancient laboratory of a Fizzar who sought to understand nature by becoming one with plants. See **Part 18**.

Traveling to the Temples

Both of the temples are hidden away in the deep jungle of the Tanglewilds and the journeys are fraught with danger. During each day of travel, roll a d20. On a 17 or higher, roll on the Tanglewilds jungle random encounter table in **Appendix D: Random Encounters**. Traveling at night will cause a random encounter to occur on a roll of 15 or higher instead.

Delaying Departure

If the characters bide their time in Halara and put off departing for the temples, they take the risk of the corrupted apprentices getting to the lesser elemental hearts before they do. For each day they delay, roll a d6 for each of the apprentices. If the result of the roll is less than the number of days they've delayed, then the corrupted apprentice has claimed the lesser elemental heart from their assigned temple and will get it to Klaythusar if they are not intercepted.

The party has a chance to cross paths with a Fizzar apprentice that has claimed an lesser elemental heart as they make their way towards the temple. When they depart for a temple after the lesser elemental heart has been intercepted, roll a d6. If the result is equal to or higher than the number of days the characters were delayed, then they encounter the Fizzar apprentice in the jungle on their way to the temple. The apprentice will do their best to deceive and flee from the party, to return the lesser elemental heart to Klaythusar in Halara.

Nine Simpson

Natu's Fizzar Gadgets

Natu has the ability to turn *lesser elemental hearts** into gadgets that the party can use. For each heart the party brings Natu, she can make one of the following items:

- **Defensive Item:** Frostguard Barrier
  - This backpack-sized device creates a barrier of warm air that projects outward from the wearer. The wearer can spend a charge and use their action to activate the frostguard barrier, giving themselves and any allies within 10 feet resistance to cold damage for 1 minute. The device has 3 charges and requires eight hours in Natu's chamber to replenish the *lesser elemental heart** that powers it and its charges.
- **Offensive Item:** Magmatic Flinger
  - This two handed device shoots a scorching hot plume of arcane magma at a target. The wielder can spend a charge and use their action to make a ranged spell attack against one target (+7 to hit). On a hit, the target takes 6d6 fire damage. The device has 3 charges and requires eight hours in Natu's chamber to replenish the *lesser elemental heart** that powers it and its charges.
- **Utility Item:** Step Stabilizer
  - This small device can be stuck into any surface and make it easier to walk on difficult terrain. As an action, the wielder can throw the device at a point they can see within 20 feet. Any difficult terrain (ice, webbing, etc.) in a 40 foot radius of the device is instead treated as normal terrain when it comes to creatures moving across it. This effect remains until the device is deactivated. After one use, the device requires eight hours in Natu's chamber to replenish the *lesser elemental heart** that powers it before it can be used again.

The party can choose whichever item they want Natu to make and she can make multiple versions of the same item. Each item requires one lesser elemental heart. It takes time for Natu to make a gadget. After the party gives her a heart, she can give them the gadget the next time they return to Halara after completing **Part 17** or **18**. Alternatively, if you add additional adventure material connected to the characters' backstory, Natu can have finished a gadget after any significant amount of time has passed.

The Cadence Channeler. Natu is also able to quickly repair the *cadence channeler** if the party obtained it in **Part 8**. If the party wants to take it, she agrees, but warns them that using Fizzar gadgets can be dangerous. The power can be intoxicating, but they should keep in mind that that power was stolen from elementals and not grow too attached or dependent on it. Natu can also dismantle the cadence channeler to build one of the gadgets above.

Fizzar Apprentices

On Regent Elisa's orders, Natu has been training apprentices. Natu had six apprentices (**Fizzar apprentice***), but Klaythusar has corrupted three of them.

Everron Neatbeak [she/her]. A bright gallus resembling a jungle fowl. He has been corrupted by Klaythusar and sent to the Moonglow Sanctum to retrieve a *lesser elemental heart**. (see **Part 17**). His specialty is explosives.

Fibble [they/them]. A yellow-scaled tilia. The eldest of the apprentices. They studied magic at Axxin before becoming Natu's apprentice. They often butt heads with Natu in friendly debate.

Monzon of Slate [they/them]. An arma hedge. Monzon is the friend of Arlo Greenwool, the sorcerer recommended the party contact (see **Part 8**). He is interested in the intersection of druidic magic and Fizzar technology.

Mundi [he/him]. A long-nosed mapach, Mundi has been corrupted by Klaythusar and sent to Naba to retrieve the *Heart of Dako** (see **Part 14**). His specialty is building Fizzar drones*.

NiMa [she/her]. A very young seeta with red and blue plumage. She wants to use Fizzar technology to build new aqueducts and irrigation systems. She has been corrupted by Klaythusar and sent to The temple of Braided Vines to retrieve a *lesser elemental heart**. (see **Part 18**).

Rrei [he/him]. A cheetah-like moon eluran. His interest is in using Fizzar technology to improve agriculture. He is soft-spoken and shy.

ALTERNATE QUESTGIVERS

If the party does not trust Natu, or otherwise fails to make a connection with her, Pia can act as the questgiver for the following sections. In this circumstance, her fears about her sister Elisa's desire to reignite Fizzar research motivate her to approach the party. In this version of events, you can also have Elisa and Natu be in league with Klaythusar to increase the tension.

The Frostguard Barrier staves off the cold

Matthew Spencer

EVENTS IN HALARA

The following events can occur whenever the party is in Halara in any order in between **Parts 16** through **19**.

Shine and Klaythusar

The party spots **Shine*** in Halara. She is looking around suspiciously as she makes her way down a vinestreet. She does not notice the party. If they follow her, they see her slip into a secluded shelter made from an enormous flower.

> **Inside the flower, Shine's silhouette is illuminated by the glow from her staff. She startles as a second figure appears in front of her, rising up like mist and forming the hunched eluran shape of Klaythusar. "Have you decided to accept my offer?" he rasps in a voice far more wispy than what you heard at Cleave. "I need more time," Shine replies. "Very well. But know that my patience is not endless. Either join me in the Fizzar future or suffer the consequences." Klaythusar's silhouette melts away and Shine is left, wringing her hands around her staff.**

Shine has been approached by Klaythusar to join his corrupted apprentices. He offered her Fizzar knowledge and a place at his side in the new world he plans to create once he regains enough power. Shine is conflicted. She wants the knowledge he offers, but she fears the future he wants to create will harm the folk she wants to help.

If the party interrupts this scene before Klaythusar departs, he curses them, disappearing rapidly in a frozen blast. All creatures within 15 feet of him when he disappears must succeed on a DC 15 Constitution saving throw or take 3d8 cold damage from the blast.

Shine's Choice. If the party does not intervene, Shine eventually agrees to join Klaythusar, believing falsely that she can keep him from hurting folk and guide him toward a future where Fizzar technology benefits everyone. Shine is on Klaythusar's side during the final battle in **Part 19**.

Swaying Shine. If the party confronts Shine, she is reluctant to admit the situation at first, but can be convinced to open up with a DC 12 Charisma (Intimidation or Persuasion) check. With convincing arguments, the party can help Shine come to the conclusion that allying with Klaythusar is a terrible mistake. She offers to pretend to join him so she can feed information to the party about his plans. If this happens, she learns the identities of the other corrupted apprentices and which temples they have been sent to and when, and can share this with the party.

Flash in Halara

Upon returning to Halara with the *Heart of Ice**, **Flash Firewing*** immediately brought the Heart to Regent Elisa to receive payment for himself and his remaining companions (Ahri and Hornfel). Two nights before the party arrives in the Tanglewilds, Flash is visited by the specter of Klaythusar, who offers him a powerful Fizzar mechanized gauntlet in exchange for slowing down or stopping the characters. Klaythusar's defeat at Cleave was a major setback, and he needs Flash to keep the party busy while he sets his new plans in motion.

Flash has visited one other person in Halara, his old mentor Nadia Dar, former leader of the Companions of the Blue Rose. Nadia and the Companions were best known for their theft of the Heart of Dako (see **Part 14**), and Flash has been enamored with her stories since he was a child. Flash has a soft spot for Nadia, and makes sure to visit her in her home in Lakeside. Despite being in her 80s, Nadia is still sharp as a tack and loves to live vicariously through Flash's stories. Nadia encourages his rogue-ish pursuits, but she does not approve of Flash aligning himself with Klaythusar, having learned her lesson about Fizzars back in Naba all those years ago. If the party learns about Nadia from Flash's brother Flare in **Part 14**, they can go visit her and convince her to admit she is worried about Flash, and tell them about his plans. She asks that if the party has a run-in with Flash, that they don't harm him, instead just get his gauntlet away from him and destroy it.

Flashy Run-Ins

Wherever the party goes in Halara, you can choose to have **Flash Firewing*** also be there. For example, if they go shopping for adventuring gear or magic items, he is already in the shop browsing the wares. During these encounters, Flash is cheerful, friendly, and completely non-aggressive. He denies that he is spying on the party, although this is exactly what he is doing on the orders of Klaythusar.

If the party attacks him, Flash calls for the city guards for assistance feigning innocence and explaining any altercation as a misunderstanding that he just wants to end. While the guards investigate, he makes a swift exit from the scene.

Ambush in the Streets

Late at night, as the party is returning from one of the locations in **Part 17** or **18**, they are ambushed by the remaining members of the Children of the Blue Rose, **Flash Firewing***, Ahri Snaphorn (**gladiator**) and Hornfel of Topaz (see **Part 3** for Homfel's stat block). Flash is armed with his new Fizzar gauntlet, which grants him the same powers as the *gauntlets of ogre power*. Their goal is to steal the lesser elemental hearts the party has collected as well as any Fizzar gadgets given to the party by Natu. Klaythusar has tasked Flash with this crime so he can use the items for his own ends.

The Children of the Blue Rose set up their ambush in a darkened vinestreet that stretches over a 60 foot drop to the jungle floor below. The vinestreet is 15 feet wide. Flash and Hornfel begin the ambush at one end of the street as Ahri blocks off the rear. Flash, as ever, is falsely apologetic about having to attack the party and claims he bears them no ill will. Ahri and Flash fight to the point of defeat, but if the party overwhelms the other two, Hornfel flees. The Children of the Blue Rose won't kill the party, but if they defeat them, they take any Fizzar items they have as well as their money.

Rewards. If the party defeats the Children of the Blue Rose, they can find a satchel on Flash's belt that contains 135 gp and a ruby worth 50 gp. Additionally, they can confiscate Flash's gauntlet (*gauntlets of ogre power*). If Flash is still alive, he admits that Klaythusar was paying him to ambush the party. He doesn't know where Klaythusar's lair is, but he does know that he desperately wants the Heart of Ice* held by the regent more than anything.

The Encroaching Storm

While the party makes their way to the temples, Klaythusar's storm continues its journey southward, throwing more and more of the Tanglewilds into disarray. By the end of **Part 18**, the storm will have arrived in Halara setting off the events of **Part 19**.

EXPLORING HALARA

You can use these tables to add vibrant scenes to the party's time in Halara. Depending on the pace you are setting, allow them to explore the city as they wish. This section of the adventure can also be a good time to resolve character backstory plots.

Experiences in Halara

d6	Experience
1	Jugglers toss little statuettes carved from coral and clamshell into the air as they talk animatedly about the wonders of their city.
2	A rotund shopkeeper rears himself up to full height as he argues loudly with a tax-collector, who tries to explain a new law affecting the Jade District.
3	An artist pours traditional perfumed oils onto her palette, before beginning to render the Jade District as one of Halara's famous "scented paintings."
4	The delightful feel against one's fingertips of delicate mosaic work on the benches in Halara's largest plaza, Gaspard Square.
5	Small woven reed bags of candied, fried crickets, handed out by a restaurant as samples.
6	Selecting from among dozens of bottles of fragrancy to apply to a letter at the post office to communicate just the right emotion.
7	The rhythmic footsteps of workers carrying around wealthy patrons around town in sedan chairs.
8	Cool water sprays from the numerous public fountains, regulated by old and inscrutable Fizzar devices.
9	Children enjoy the frothy, sour drink known as uzmal, served in conical paper cups.
10	Dockside taverns bubbling with distinctive, rapidly-changing popular music serve food as fisherfolk, laborers, and craftsmen unite through song at sundown.
11	The tang of lakeweed mixed with the honey-smell of luzyesh vine-flowers that twine around the Evertree Atloh.
12	A profusion of rafts, boats, and watercrafts of all shapes and sizes, each bearing a triangular gold flag, indicating they are licensed to carry out business in the lake.

Part 17: The Moonglow Sanctum

This part details the Moonglow Sanctum, an abandoned Fizzar research site hidden from view by illusory magic. Unfortunately for the characters, Everron Neatbeak [she/her], one of Natu's apprentices who has been corrupted by Klaythusar's influence, has already found the temple. Everron's curiosity has gotten the best of her however, and she's lost control of some ancient Fizzar technology, causing cave-ins that will make the party's exploration of the site and the retrieval of the *lesser elemental heart** more difficult.

SECRETS BY MOONLIGHT

Before the party sets off, Natu shares the following information about the Moonglow Sanctum.

- The Moonglow Sanctum had a dubious reputation among Fizzars of her time as the researchers there experimented with technologies that were controversial even by Fizzar standards.
- She remembers rumors that the Fizzars practiced dramatic manipulations of nature and the elements, forcing plants to take on unnatural forms or bear strange fruit.
- The sanctum was infused with the divine magic of Eresutha, Amaranthine of the moon and secrets, to keep it hidden away from rival Fizzars. The sanctum is only visible during a full moon.
- Junior Fizzars who went to work at the Moonglow Sanctum never returned.
- The clandestine nature of the sanctum caused a lot of paranoia and tension amongst the Fizzars, leading to discord.
- The facility was overseen by a dusk corvum named Balus [they/them.] Balus was a shrewd and selfish Fizzar who disappeared just before the temple was completely abandoned.

What Natu doesn't know is that Balus saw the time of the Fizzars coming to an end and decided to create a nest egg for themselves by stealing the sanctum's blueprints and selling them to the highest bidder. Balus used elemental magic to carve a secret passageway from their quarters to the exit, allowing them to bypass the temple's defenses. They disappeared into the night, never seen again.

The Journey to the Sanctum

Beyond the moonlight enchantments placed on the temple, the Moonglow Sanctum was built in a particularly dense area of the Tanglewilds jungle. It is a three day journey through thick foliage from Halara. The unseasonably cold weather caused by Klaythusar's storm is aggravating the jungle's insects, causing them to seek warmth in unusual places. During every night spent camping in a tent or in the open jungle, the frantic bugs bite the party in their sleep. Characters must succeed on a DC 10 Constitution saving throw or become poisoned until the end of their next long rest. Creatures resting in solid structures that have a door and closed windows are protected from the bugs and don't need to make the check.

Moonglow Fruits

When the Moonglow Sanctum was fully operational, the Fizzars focussed on using Fizzar technology to cultivate the moonglow fruit, an inedible fruit infused with moonlight that glows brightly at night.

The controversial aspect of this experiment was how the Fizzars intended to use the findings: infusing an Evertree with moonlight, forcing it to grow moonglow fruits to light an entire city 'naturally.' The Fizzars used cuttings of an actual Evertree to test their device, but discovered that to maintain its glow, the moonglow fruit fed on the life force of its host tree, eventually killing it. The blueprints and rituals to grow moonglow fruit were among the experiments stolen by Balus, and are presumed lost.

UNCOVERING THE TEMPLE

When the party arrives at the location provided to them by Natu, the Moonglow Sanctum is hidden (**Figure G: The Moonglow Sanctum**). They must camp for 1d3 nights until the next full moon, when the entrance to the sanctum becomes visible (see **G1. Moon Doors**). Continue to roll on the Tanglewilds jungle random encounter table in **Appendix D: Random Encounters**.

AREAS OF THE MOONGLOW SANCTUM

The following features are common throughout the sanctum unless otherwise specified:

Ceilings. The ceilings of the sanctum are 10 feet high.

Lighting. The walls of the sanctum shimmer with magical moonlight and all areas are dimly lit.

Victoria Jeffrey

THE MOONGLOW SANCTUM

Fig. G

LEGEND

- G1. Moon Doors
- G2. Main Hall
- G3. Animated Statues
- G4. Secrat Passage
- G5. Cave in
- G6. Moon Bath
- G7. Overgrown Lab
- G8. Fizzar Sleeping Quarters
- G9. Overseer's Quarters
- G10. Testing Chamber

Nine Simpson

G1. Moon Doors

When the party approaches the entrance to the sanctum, read or paraphrase the following:

> **As the clouds above clear and moonlight fills the large clearing, a shimmer of silver reveals a large white structure with a large glass dome on its rooftop. A set of double doors adorned with silver handles and carved with the symbol of Eresutha are visible only briefly, then fade again as the moon disappears behind cloud cover again.**

The sanctum is only visible when the light of the full moon shines on it, and is only visible for 1d6 rounds at a time. Any character who witnesses the reveal of the sanctum under the moonlight can find their way to the doors and enter the temple without an issue.

G2. Main Hall

> **Six ornately carved statues line the walls of this arched hall, each one depicting a robed figure holding a faintly glowing, moon-like orb. It feels like their eyes are following you, even though their hoods cover their faces entirely.**

The statues are meant to be Fizzars worshipping the Amaranthine Eresutha, asking her for forgiveness for exploiting her power. The statues glowing orbs are enchanted to glow permanently, casting bright light in a 20-foot radius. An orb can be removed from a statue's hands with a DC 18 Strength check, but this damages the statue and makes a considerable amount of noise.

G3. Animated Statues

When a character moves past the middle pair of statues for the first time, read or paraphrase the following:

> **A line of runes illuminate the floor at your feet, accompanied by the sounds of stone on stone echoing through the hall, as two of the statues begin to move.**

The two living statues use the statistics of **earth elementals**, though they do not have the Earth Glide trait. The statues will fight to the death but will not leave the main hall (area G2), returning to their alcoves if the characters leave the area. Reentering the main hall reactivates the statues.

G4. Secret Passage

Entering the main hall from outside, the first statue on the right covers the door to a secret passage. A character who examines behind this statue and succeeds on a DC 17 Wisdom (Perception) check can find a secret door seamlessly hidden in the wall. The only way to open either of the secret doors on either side of this passage is by using the password "Balus." When the password is spoken, the secret door turns to a thick mist that can be passed through. It transforms back into a solid wall after a minute. The characters can discover the password in the Fizzar sleeping quarters (area G8).

G5. Cave In

> **Rubble fills this hallway from floor to ceiling, blocking the passage fully.**

An examination of the collapse indicates that it happened recently, within the last day or so. The chunks of stone are large and heavy, and would take days of excavation to clear. A character who succeeds on DC 18 Wisdom (Perception) check can hear the faint sounds of Everron Neatbeak struggling from area G10.

G6. Moon Bath

> **Moonlight fills this room through a large glass domed ceiling, illuminating an elevated stone platform in the center. On the platform is a crystal container glowing brilliantly, surrounded by arcs of white arcane energy. A beam of moonlight is focussed directly on the container, amplified by the central panel of the domed roof above.**

This room is specifically designed to channel moonlight, amplifying it and capturing it in elemental hearts. The Fizzars would place their elemental hearts and gadgets on the platform to imbue them with the power of the moon.

Overcharged Battery. The lesser elemental heart currently on the platform has been absorbing moonlight for hundreds of years and is incredibly dangerous, as evidenced by the deadly looking scorch marks around its base. A character who succeeds on a DC 16 Intelligence (Arcana or Investigation) check can see that the only thing containing the energy in the heart is the runes embedded in the platform. This elemental heart cannot be salvaged. If the heart is removed from the platform it immediately detonates and all creatures within 20 feet of the platform must make a DC 15 Constitution saving throw taking 4d8 thunder damage and being knocked prone on a failure. On a success, the creature takes half of as much damage and is not knocked prone. This explosion destroys the lesser elemental heart and renders it unusable.

G7. Overgrown Lab

Small, gnarled trees grow around the outside wall of this room. Each tree bears strange, bulbous fruit, that glow with the light of the moon. Faint veins of light pulse along the roots of the withered trees, flowing towards the glowing fruit. A hole in the roof allows some moonlight to bleed into the room.

This laboratory is all that is left of the Fizzars experimentations with moonglow fruit. Even though it was abandoned long ago, the trees have continued to grow and provide energy to the fruit. The trees are only alive thanks to the hole in the roof: the hole lets in enough moonlight to prevent the moonglow fruits from drawing energy from the trees alone. Removing a moonglow fruit from a branch immediately causes its glow to sputter out, and causes the tree to recover somewhat, looking healthier with each fruit removed. The trees will replenish their fruit after a week.

G8. Fizzar Sleeping Quarters

The remains of six simple stone beds are scattered around the edges of this room, their bedding and pillows long turned to dust. Resting on a stone bedside table is a small leather bound journal with a faintly glowing rune on its cover.

The journal belongs to a Fizzar apprentice named Perspa [she/her], a seeta who had suspicions about Balus during the final days of the temple. The rune on the cover of the journal has made it very durable, and allowed it to survive all this time. The final entry in the journal reads as follows:

We leave the temple in four days, and still Balus has not returned. To add to his betrayal, we have discovered that all of our scrolls documenting the process to grow moonglow fruit went missing with him. I knew he could not be trusted when I discovered him using that secret passage behind the statue in the main hall. Of course his ego would lead him to use his own name as the password to activate it. I don't know what he plans to do with our research, but I do not have the time to dwell on it. My focus is on safely closing down the temple.

G9. Overseer's Quarters

This long abandoned bedroom has only one small stone bed frame, tucked in the corner, seemingly as an afterthought. The rest of the room is furnished for research and engineering, with a large alabaster drawing table in the center of the room. Two stone bookshelves take up the southern wall, though any books they may have held are gone.

This is the bedroom of the temple overseer, last inhabited by Balus. A search will turn up nothing of value, as Balus cleared out everything that he could possibly sell.

G10. Testing Chamber

Most of the furniture in this large room has been destroyed by collapsed sections of the ceiling and wall. Standing on a circle of runes is a leafless tree, its roots and branches growing in a distinctly humanoid form. Suddenly, the tree turns, revealing the terrified face of a gallus trapped inside it.

The trapped gallus is Everron Neatbeak [she/her], a corrupted **Fizzar apprentice*** who came to this temple to retrieve an elemental heart for Klaythusar. Everron is stuck inside a prototype Fizzar invention, a suit of **sentient bark armor*** meant to merge a Fizzar and an awakened tree into a singular powerful warrior. Everron got trapped trying to remove the lesser elemental heart that powers the armor, accidentally activating it in the process. Everron is paralyzed while inside the armor, and has one level of exhaustion, having not slept since getting trapped. After it was activated, the armor went into a rage, causing the cave-in and destruction of the furniture in this room. As soon as it's aware of the characters it will attack. When the sentient bark armor is reduced to 0 hit points it becomes incapacitated and is deactivated.

Retrieving the Heart. Neither the heart nor Everron can be removed from the armor until the armor has been deactivated. Once the armor is defeated, it can be pried open with a DC 15 Strength check, freeing Everron on a success. She will play innocent and deny being associated with Klaythusar for as long as she can, but as soon as Everron learns that the characters know who she is, she will keep to herself. The lesser elemental heart has been completely drained of all its energy by the ordeal, and is simple to remove once the armor is incapacitated.

CONCLUSIONS

The party can easily restrain Everron in order to bring her back to Natu in Halara. Everron is weak, but wily, and fearful of a reprimand from Klaythusar for failing her task. If the party takes a long rest on the way back to Halara, Everron will look for an opportunity to flee. If the characters post a watch each night, Everron has no chance to escape but if they don't, have her make a Dexterity (Stealth) check against the characters' passive Wisdom (Perception) scores. On a success, Everron sneaks off into the Tanglewilds. Otherwise, she is caught in the act, and does not try to escape again.

If Everron does manage to escape, the party can pick up her trail with a successful DC 14 Wisdom (Survival) check. The trail ends about an hour away from their campsite, where they find evidence that Everron got ambushed by a **tythran*** alongside a riverbank.

Part 18: Temple of Braided Vines

This part details the Temple of Braided Vines, an ancient Fizzar work site consumed by the Tanglewilds. The characters will have to navigate through the maze of living walls and find what is left of the Fizzar who built the temple—deciding his fate in the process.

THE TALE OF POLA WRAN

What Natu Knows. Before the disaster that froze the Crystal Expanse, the Temple of Braided Vines was the home and laboratory of Pola Wran [he/him], a cervan Fizzar obsessed with speaking to and controlling the plants of the jungle. The temple itself was formed from the trees, in tune with nature.

From the earliest days of his research, Pola discovered he had no need for research assistants, as he could animate the jungle to assist him in his work. Over time, Pola became completely isolated, alone with only his thoughts and the animated plant life he had created to serve his experiments. Eventually, he cut off communication with the remaining Fizzars entirely, leaving only rumors about what had happened to him and his research.

What Actually Happened. In the end, Pola became consumed by his work—literally. Pulling together his years of research, Pola merged his body with the plants of the jungle and the walls of his living temple, in hopes of obtaining perfect unity with nature. Pola's plan was only partially successful, and instead of harmony the Temple of Braided Vines fell into chaos. Pola's mind was torn asunder, pulled constantly between his paranoid, logical side and the wild, willfulness of nature.

Now, the temple has become a shifting and dangerous place, a living structure whose interior is always changing. What remains of Pola Wran is at the center, wrapped in writhing vines and lashing out at any intruders.

THE JOURNEY TO THE TEMPLE

The Temple of Braided Vines is two days' travel from Halara. The shifting nature of the temple makes it hard to find, and when the party arrives at the location they will have to locate the entrance. This process takes 1d4 hours to complete, but a successful DC 16 Wisdom (Survival) or Intelligence (Investigation) check cuts the search time in half.

Once the party uncovers the temple, read or paraphrase the following:

> **The dense jungle starts to take on a more structured form, writhing vines taking the shape of walls and roof tops. The temple pulses with living energy, changing shape in subtle ways every few minutes.**

FEATURES OF THE TEMPLE OF BRAIDED VINES

The following features are common throughout the temple.

Ceilings. The ceilings of the temple are made from densely knotted vines and are 8 feet high.

Lighting. During the day, all areas of the temple are dimly lit by light trickling in through the vine walls. At night, it is completely dark.

Writhing Walls. Every wall of the temple is connected to Pola in the central chamber, and partially in his control. Characters can attempt to cut through them, but it is not a simple feat. Every five feet of wall has 25 hit points, resistance to necrotic damage and immunity to poison and psychic damage. Any creature who succeeds on a melee attack roll against a section of wall must make a DC 15 Dexterity saving throw or take 2d8 piercing and be grappled by the vines of the wall (escape DC 13). If a section of wall is reduced to 0 hit points, it remains open until the next time the temple changes to a different layout.

Shifting Layout

The Temple of Braided Vines' interior layout is unstable, changing shape at semi-regular intervals. All the temple layouts are included in **Figure H: The Temple of Braided Vines**. When the characters first approach the temple, it is in layout 1 (with the entrance facing north). Once they are all inside, roll on the **Shifting Layout Table** once every minute to determine what layout the temple shifts into. If the table indicates the layout the temple is currently in, it stays the same for the next minute.

Shifting Layout Table

d6	Temple Layout
1	Layout 1
2	Layout 2
3	Layout 3
4-6	Layout 4

If a character is sharing the same space as a wall after the temple shifts, they must make a DC 15 Dexterity saving throw. On a failure, they end up on a random side of the newly formed wall and on a successful save they get to choose which side they move to.

AREAS OF THE TEMPLE OF BRAIDED VINES

H1. Shifting Entrance

When the characters approach the entrance for the first time read or paraphrase the following:

> **A swirl of animated vines winds around an opening in the side of the structure. The vines are covered in sharp-looking thorns and move with a mind of their own, twisting around each other and grasping at the air.**

Entering the temple for the first time can be done without issue, but if the party tries to flee through this entryway before either destroying or helping Pola in area H7 it will close up immediately, requiring that the party hack their way through to the outside if they want to leave (see **Shifting Layout**).

The location of this entrance is different on each layout.

H2. Constricting Hallways

> **The walls of the tunnel thrash and constrict with a violent fervor, grasping at anything that gets close.**

Whenever a creature enters a constricted hallway for the first time on a turn or starts their turn there, they must make a DC 15 Dexterity saving throw. On a failure, they take 2d8 piercing damage and 2d8 bludgeoning damage, and are grappled (escape DC 13). On a success, the creature takes half as much damage and is not grappled. A creature carrying an open flame has advantage on this saving throw.

H3. Dividing Trap

When one or more characters step into this stretch of hallway, read or paraphrase the following:

> **The walls and ground shake as new barriers form rapidly across the hallway, trapping you within. As the vines shift and reform, stone machinery can be seen amongst the tangle of plants that make up the walls.**

Split the party into two groups as evenly as possible. Each group is trapped in a 10-foot by 10-foot section of the hallway with no exits. The two sections share a wall between them. If the layout of the temple changes while the party is still trapped, they remain trapped, and can only be freed by using the newly exposed Fizzar machinery. Cutting through the walls is not an option here as they are reinforced by the stone and metal Fizzar technology.

Communication and Visibility. The two groups can hear each other through the shared wall of vines and are partially visible to each other through the knotted plant life, though nothing larger than an arm can fit through any of the gaps. Any creature that reaches through a gap without proper protection (thick gloves, resistance to piercing damage, and so on) must succeed on a DC 13 Dexterity saving throw or take 1d8 piercing damage from getting snagged on thorns.

Escaping the Trap

To escape the enclosed sections, the two groups must work together to understand and activate the Fizzar machinery that surfaced as the trap was triggered.

The Fizzar machinery has two panels and each section has access to one panel. One section has access to a brass and stone panel with a large green emerald embedded in it and the other section has access to the control panel that allows the enchanted emerald to control the nearby plants. A large Fizzar symbol etched into the stone of both panels shows that the two panels should be connected.

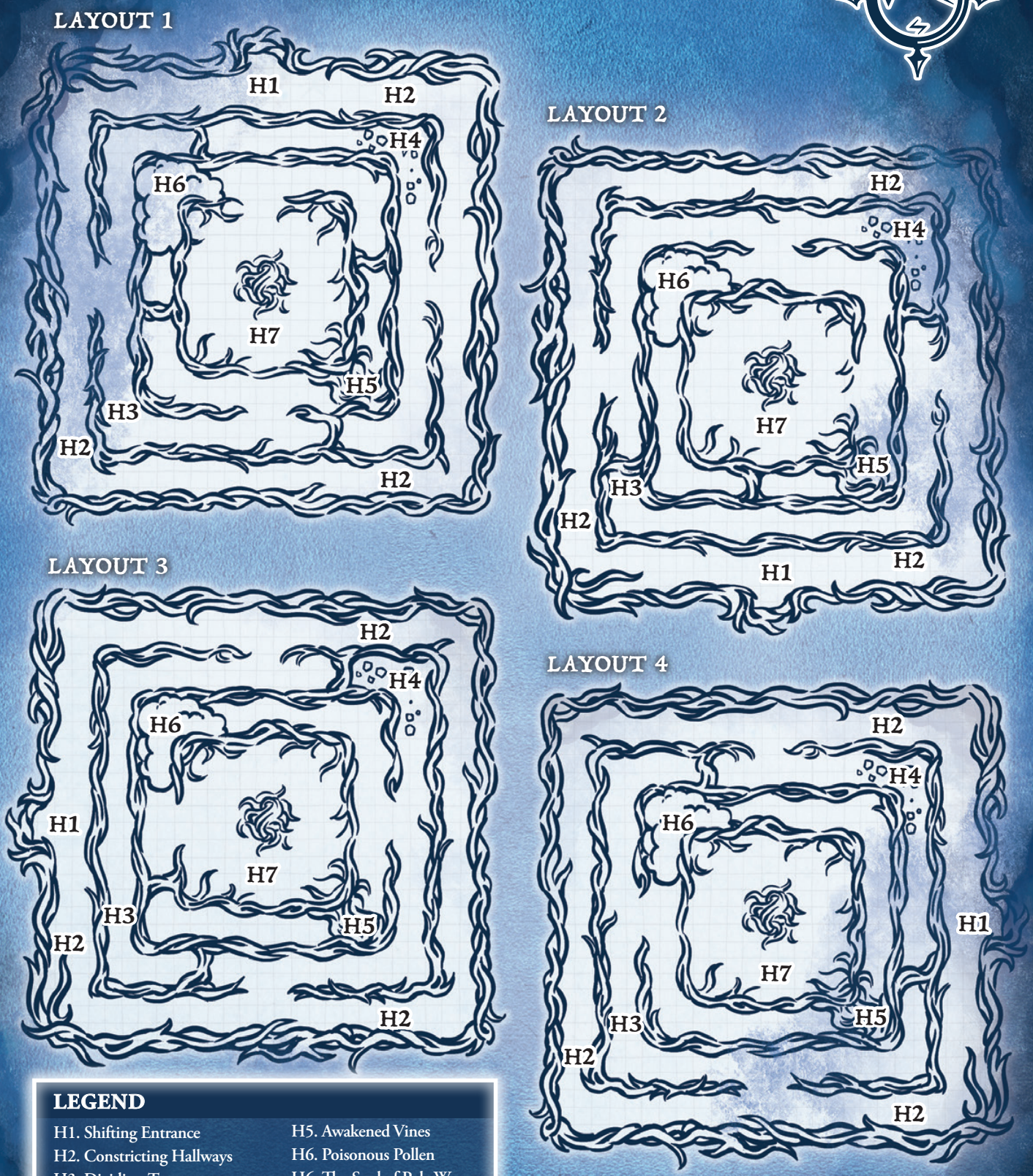
A character who examines the backs of the panels can discern that the four copper wires that connect the two panels are tangled in the vines, and need to be reconnected. The wires start from the back of the control panel and end in a magnetized stone that needs to be attached to the back of the panel holding the emerald.

Reconnecting the Wires. Retrieving the wires and passing them through to be reconnected requires both groups to coordinate. Grabbing a wire requires someone on the control panel side to reach into the vine wall and risk injuring themselves (see **Communication and Visibility**). The character grabbing the wire must succeed on a DC 13 Dexterity (Sleight of Hand) skill check to get a hold of the wire. Pulling the wire across to the other side and connecting it to the back of the emerald panel requires that a character on the side with the emerald panel conducts a DC 13 Dexterity (Sleight of Hand) skill check.

Activating the Device. Once all four wires are connected to the back of the panel holding the emerald, a character on the side with the emerald must make a DC 16 Intelligence (Arcana) skill check to activate the power of the emerald. If the check fails, one of the control glyphs triggers at random, and the check must be attempted again. Alternatively, a spellcaster may notice the evocation charging runes around the baseplate of the gem, and can activate it automatically by expending a spell slot of level 1 or higher.

THE TEMPLE OF BRAIDED VINES

Fig. H



LEGEND

H1. Shifting Entrance
H2. Constricting Hallways
H3. Dividing Trap
H4. Ruins of the Apiary
H5. Awakened Vines
H6. Poisonous Pollen
H6. The Soul of Pola Wran

Nine Simpson

Controlling the Vines. When the emerald is activated, several glyphs begin to glow on the control panel of the device. A creature can use their action to press one of the glyphs and trigger its effect. A character proficient in the Arcana skill can identify the glyphs and what they do, otherwise a character will need to succeed on a DC 17 Intelligence (Arcana) skill check to determine the effects of each glyph.

Control Glyphs

Glyph Description	Effect
Tightened Spring	**Constrict Walls.** The walls close in until all the characters are forced together with no way to move. All creatures still trapped inside must make a DC 13 Constitution saving throw at the start of each of their turns, taking 1d6 piercing damage and 1d6 bludgeoning damage on a failure. This continues every round until the relaxed spring glyph is activated and the sections are restored to their 10 foot by 10 foot size.
Relaxed Spring	**Expand Walls.** The walls expand out to their normal 10 foot by 10 foot size. If this glyph is pressed while the trap rooms are already 10 foot by 10 foot in size, instead the walls trapping the characters recede into the main walls of the temple, freeing them.
Closed Cat Paw	**Grasping Vine.** A vine reaches out and attempts to grapple a random creature. The targeted creature must make a DC 13 Strength (Athletics) or Dexterity (Acrobats) check to avoid being grappled. The rooms can grapple any number of creatures this way.
Open Cat Paw	**Vine Release.** All creatures grappled by the vines are immediately released.

H4. Ruins of the Apiary

A dozen large glass terrariums lay shattered here. The sound of buzzing rises to a crescendo as hundreds of tanglewasps start to fill the corridor.

This area is what's left of an apiary used to research tanglewasps and other insects from the Tanglewilds. Eight **tanglewasp swarms*** fill the hallway now, and they will fight to the death to defend their territory. They will not pursue characters who flee this area.

H5. Awakened Vines

Vines pile up on the ground here, blocking the way. In the vines of the eastern wall, an unmoving humanoid figure hangs limply.

The pile of animated vines have taken on a larger, vaguely humanoid shape. It uses the **shambling mound** stat block. A character with a passive Perception of 15 or higher notices the mound appears to be breathing, otherwise the animated vines surprise the party and attack, pursuing the characters if they flee.

Tangled Apprentice. Trapped in the vines of the eastern wall in this area is the unconscious NiMa [she/her], a corrupted **Fizzar apprentice*** sent to retrieve the lesser elemental heart at the center of the temple. Her curiosity got the best of her, and she got caught in the vines while trying to dislodge a Fizzar gadget from the vines.

NiMa can be rescued from the vines after defeating the shambling mound by damaging the wall (see **Features of the Temple of Braided Vines**). She is unconscious but stable, and will regain consciousness two hours after she is rescued.

H6. Poisonous Pollen

Large red flowers blossom before your eyes, hissing and releasing a toxic purple mist that fills the hallway. It makes your eyes water and your throat constrict.

The thick, toxic mist fills the area shown on the map. It fills the corridor floor to ceiling and the whole area is heavily obscured. When a creature enters the poison mist for the first time on a turn or starts their turn in it, they must make a DC 14 Constitution saving throw or take 2d6 damage and be poisoned for 1 hour. Someone covering their mouth with a wet cloth, or using other suitable precautions, makes this save with advantage.

Clearing the Mist. There are eight flowers hidden in the mist. Cutting off the heads of all the red flowers allows the poison to dissipate after ten minutes. Finding each flower requires a DC 15 Wisdom (Perception) skill check, and removing the flower requires an action.

H7. The Soul of Pola Wran

The air in the central chamber of the temple is humid and heavy, giving the large chamber a claustrophobic feel. The vines that comprise the walls alternate between rhythmic, patterned motions and chaotic flailing, switching at irregular intervals. Hanging in the center of the chamber, held aloft by a tangle of vines and almost completely obscured by plant life, are the skeletal remains of a cervan. Barely visible through the vines and leaves are tattered robes, and the glow of a lesser elemental heart embedded where the cervan's chest should be.

The remains belong to **Pola Wran***, whose spirit is trapped inside the Fizzar technology that allows him to control the plants of the temple. As soon as anyone gets within 10 feet of Pola, the vines that animate his remains snap into action and attack. His attitude towards the party shuffles between wanting them dead to protect his Fizzar secrets and simply wanting them

to leave. Continue to see if the layout shifts every minute until combat starts, then have it shift every round.

Speaking to Pola. Pola's spirit is mostly raw emotion now, unable to communicate in any direct way, but characters can use the detect thoughts spell to learn that he is caught between his paranoia of his Fizzar technology being stolen and a wish to merge with the Tanglewilds fully and be at peace. A character who attempts to talk to Pola and succeeds at a DC 20 Charisma (Persuasion) skill check can distract his spirit, and Pola spends his next turn chanting.

> **Pola begins to repeat in a mournful, raspy tone "SEVER. THE. CONNECTION. SET. ME. FREE."**

Freeing the Fizzar. Defeating **Pola Wran*** in combat allows the players to take the *lesser elemental heart** and escape, but completely destabilizes the temple in the process. If the party decides to help Pola instead, they need to remove the heart from Pola's chest while he is still conscious. To pull out the heart, a character needs to be within 5 feet of Pola and succeed on a DC 18 Strength check.

Conclusions

What happens to the temple depends on how the party deals with Pola Wran.

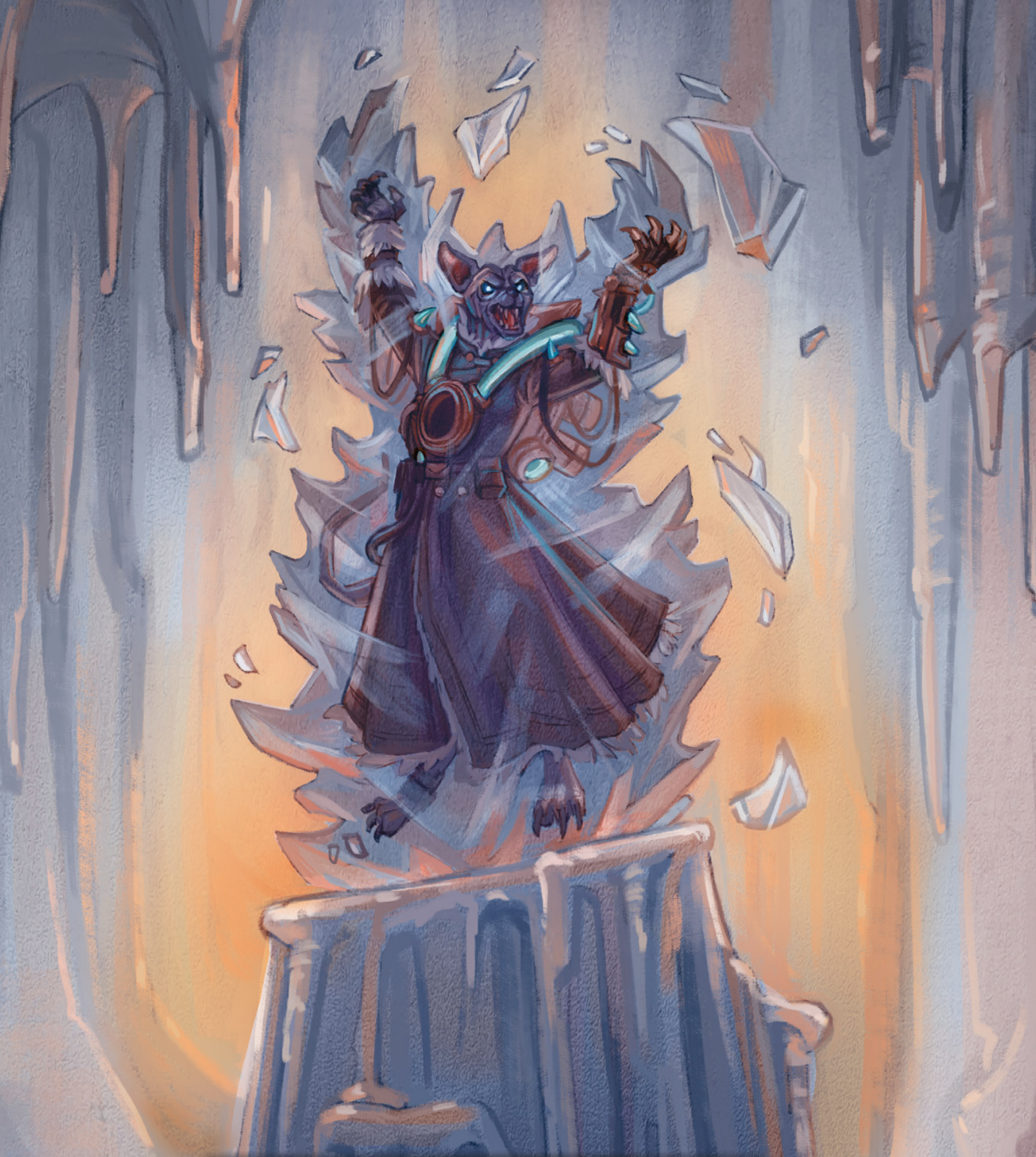
Destroying Pola. If the party kills what remains of Pola, they will have only a few moments to grab the heart before the temple turns to complete chaos. When rolling to see if the layout of the temple changes, reroll any result that would have the layout stay the same - the layout must change each round. Additionally, on initiative count 0 the temple attacks twice with the following attack:

Vine Swipe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage plus 3 (1d6) piercing damage, and the target must succeed on a DC 13 Strength saving throw or be grappled (escape DC 13).

Over the 24 hours, the remaining magic that was animating the plants and vines that made up the temple's walls dissipates, and the whole structure collapses under its own weight. Any Fizzar tech is buried beneath it.

Freeing Pola. If the party removed the heart from Pola's chest while he was still conscious, then he is finally at rest. His spirit is fully absorbed into the vines and plants of the temple, and he creates a safe exit from the temple for the party. Over time, the temple slowly migrates deeper into the forest, merging with the rest of the Tanglewilds forever.

Nine Simpson



The Fizzar's final form

Amanda Brack

Part 19: Ice Rage

In this part, the party can attempt to negotiate with Regent Elisa and Natu, either encouraging them to use the *Heart of Ice** to activate the Fizzar shields around Halara or refrain from using it because of what they have learned about its connection to the Aspect of Water. Whichever path the party chooses, they have to contend with Klaythusar soon after. He emerges from the shadows, takes the *Heart of Ice**, and combines himself with the aspect. The party must face down Klaythusar and the aspect in a final battle. Should they be able to separate Klaythusar from the Aspect of Water, the party faces a final choice—let the aspect go free or try to defeat it. This choice has a great impact on the world as expressing empathy for the aspect ends the curse of the frostburned and the terrible storms.

Running this Part. If the party has exhausted their resources in the final temple, ensure that they take a long rest before running this part.

RETURN TO HALARA

As the party returns from the last of the two Fizzar temples, they can see something has changed in Halara. The storm is arriving and will soon be in full force.

> **The city of Halara shivers as unnatural sleet falls from a bruised gray sky. Dark smoke rises from the peak of the Halara's volcano, Tangkehraw.**

Future or Past

When the party arrives in Natu's Chamber, they find the ancient tilia locked in a heated argument with Regent Elisa.

> **Natu stands, a frost-tipped claw pointing at a Fizzar cradle connected to a complex series of runes and pipes at the rear of her cave. "You don't understand. Nothing good can come from using that thing. You aren't saving Halara, you are dooming it!" Regent Elisa regards her advisor with a cold, calculating stare. She holds the Heart of Ice in a gloved hand, the ancient artifact chilling the air in the usually sweltering cavern.**

Regent Elisa orders Natu to use the *Heart of Ice** to activate the ancient Fizzar shields. She believes this will protect the city and the Evertree from the imminent storm that threatens to kill the plantlife that Halara depends on.

Apprentices. Also in the cavern are Natu's apprentices, Fibble, Monzon, and Rrei. They are frozen in fear by the presence of the regent.

Guards. Eight **Luhz Kehsh warriors*** guard the regent. They are standing at attention.

The Argument. At this point, the players can intervene. Both the regent and Natu explain their positions, and the party can attempt to convince either of them to accept the other's point of view. Natu is inclined to listen to arguments about the suffering the storm will cause and how her own history with Klaythusar might be affecting her judgment. The regent can be swayed by arguments about the unknown effects of using the *Heart of Ice** and how misuse of the Heart of Ice is what caused the Shattering of the north.

Let the players know that their characters can speak their minds to either Natu or Elisa. Each player can summarize or speak their character's position, then make a DC 15 Charisma (Persuasion) check. If a character's speech feels particularly convincing, give them advantage on the check. The party must collectively make three successful DC 15 Charisma (Persuasion) checks before they accumulate three failures to successfully sway either NPC to their side.

Siding with Natu. If the party convinces the regent that Natu is correct, read or paraphrase the following:

> **The regent's shoulders slump, losing her regal posture for the first time. She stares deep into the Heart of Ice, its brilliant blue glow reflected in her golden eyes. "I just want to keep my people safe." She looks at you, "If I can't do this, what can I do?"**

Turn to **Klaythusar's Triumph**.

Siding with the Regent. If the party sways Natu, read or paraphrase the following:

> **Natu closes her eyes and steps aside from the machinery, head hanging low. The regent orders the apprentices to place the Heart of Ice in the cradle and activate the shield machinery. As the ancient shields fill with the elemental power, they hum to life and the air chills. Natu staggers, wrapping herself with her arms. A path of runes illuminate a route from the generator and encircle the lava pool. A beam of brilliant blue light erupts upward from the cradle, bursting through the top of the volcano.**

Inside the cavern, the temperature has chilled and Natu begins to suffer the early stages of being frostbitten. She has only a few hours before she fully turns back into a frostburned.

Outside, Halara and a 10 mile radius centered on the volcano is covered with a glittering blue dome, shielding it from the battering storm beyond. Creatures who succeed on a DC 15 Wisdom (Perception) check notice that none of the folk in the city are moving. The unintended consequence of using the *Heart of Ice** to power the shield is that everyone in Halara is frozen in place, safe but not free. Creatures inside the cavern when the shield was activated are unaffected.

Not Exploring Frozen Halara. If the party chooses not to venture down into Halara, turn to **Klaythusar's Triumph**.

Exploring Frozen Halara. The party can explore Halara, but nothing can unfreeze the creatures there save for deactivating the shield. As the party is exploring, without warning the shield above disappears, and the storm begins to pelt them with hail. Each creature must make a DC 14 Dexterity saving throw, taking 3d4 bludgeoning damage on a failed save or half as much on a successful save. The folk of Halara unfreeze as the shield vanishes and rush to find shelter. The cause of the shield's failure is back in Natu's Cavern, where Klaythusar is stealing the Heart of Ice. Turn to **Klaythusar's Triumph**.

KLAYTHUSAR'S TRIUMPH

Whether the shield was activated or not, shortly afterward, **Klaythusar*** teleports into the chamber in a blast of frost and lands within 5 feet of the *Heart of Ice** in its cradle or whoever is holding it. If the party left the cave to investigate the freezing of Halara by the shield, they arrive back in the cave in time to see the aftermath (see **Klaythusar, Merged**). Otherwise, read or paraphrase the following:

> **A thick mist fills the cavern obscuring everything from sight. It smells of ozone and decay. A grunt followed by a scream and a familiar cackle sound out. One of the apprentices turns on a fan, blowing the mist away to reveal Klaythusar dressed in a long coat with tubes and four glowing canisters strapped to his back standing in the cavern. He throws his head back in triumphant laughter and lunges for the Heart of Ice.**

Any creature within 5 feet of his entry space must succeed on a DC 18 Dexterity saving throw or take 2d8 cold damage. He has built himself a containment suit with four energized canisters on the back. If the corrupted apprentices or Flash were able to obtain any of the *lesser elemental hearts** from the temples, Klaythusar is using them, and this is reflected in his stat block during this encounter. A character within five feet of the Heart of Ice can attempt to grab it before Klaythusar by making a contested Dexterity check against Klaythusar's Dexterity. If Klaythusar wins, read or paraphrase the following:

> **"Finally, you are mine. As you were always destined to be." He clicks the Heart of Ice into a compartment on the front of his suit. It glows brilliantly as its dark metal begins to shift and whirr. Klaythusar lifts his arms as an enormous horned creature made from ice forms around him, following his every movement.**

If a character wins the contested Dexterity check read or paraphrase the following instead:

> **The Heart of Ice clatters to the stone floor of the chamber, a spidery crack forming across one of its glass facets. Cold mist begins to spill from the crack. Klaythusar roars in rage. "You fool! You've damaged it, but nothing impedes progress!" A swirl of wind extends from Klaythusar's hand and the broken heart is lifted into the air and clicks into the compartment on the front of his suit. A sputtering, blue glow starts to grow as its dark metal begins to shift and whirr. Klaythusar lifts his arms as an enormous horned creature made from ice forms around him, following his every movement.**

Klaythusar's suit has summoned the corrupted Aspect of Water around him. Klaythusar can't be targeted directly while surrounded by the aspect. He immediately attacks the party. If a character won the contested Dexterity check to grab the Heart of Ice, Klaythusar suffers 2d10 force damage at the start of his first turn, as the damaged Heart of Ice causes a malfunction in his suit.

Transmutation of the Volcano

The power of the corrupted aspect is so great that it transforms the entire volcano (**Figure I: Frozen Volcano**).

> **No longer a place of fire and earth, the chamber becomes a locus of water elemental energy. The lava pool hisses as it turns into a sheet of ice. Wicked icicles form on the ceiling. The floor becomes slick. Three massive pillars of ice rise up from the ground, the largest of which lifts Klaythusar with it.**

The altered chamber has the following features:

Pillars of Ice. The pillars are 15 feet tall, and climbing one requires a successful DC 14 Strength (Athletics) check. A creature with talons or claws has advantage on this check.

Slippery Platforms. The surfaces of the pillars are difficult terrain.

Curse of the Frostburned

With the release of the Aspect of Water from its prison, the curse of the frostburned becomes inescapable. The three apprentices and eight guards are instantly turned into **frostburned*** by the arcane pressure of the Aspect of Water driven by Klaythusar's will. In combat they support Klaythusar to the best of their abilities.

Any frostburned, including Natu, that had returned to their former selves thanks to the heat of the volcano turns back into a frostburned at the start of the second round of combat. As Natu turns, she uses her remaining strength and heat to throw the last Fizzar gadget made from a lesser elemental heart to the party.

As Natu's scales begin to grow sharp icicles and her eyes cloud over with an undead hunger for heat, she reaches out and grabs a gadget from a nearby bench. Throwing it to you, she croaks out with a vanishing voice, "Stop him."

Klaythusar, Merged

While **Klaythusar*** is merged with the Aspect of Water, he has the following alterations to his statblock:

- He has 120 temporary hit points.
- He has resistance to bludgeoning, piercing and slashing damage from nonmagical weapons.
- His size is Huge and his melee attacks have a 10 foot reach.
- If Klaythusar was able to retrieve additional lesser elemental hearts* from either of the temples in **Parts 17** and **18**, he can use an extra legendary action each turn and has an extra use of his Legendary Resistance trait for each lesser elemental heart he recovered.
- Additionally, Klaythusar has access to the following lair actions while in the volcano chamber:

Lair Actions

On initiative count 20 (losing initiative ties), Klaythusar takes a lair action to cause one of the following effects, but can't use the same effect two rounds in a row:

- A wall of ice surrounds a 20 foot by 20 foot square area that Klaythusar can see within 60 feet. When the wall appears, each creature occupying an area where a wall appears is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. The wall is 10 feet tall and 1 inch thick. Each 10-foot section of the wall has AC 5, 15 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. The wall disappears when Klaythusar uses this lair action again or when Klaythusar dies.
- Klaythusar summons a 20-foot-tall pillar of ice beneath a creature within 60 feet that he can see. The pillar is 5 feet wide and slippery. When the pillar is first created, any creature standing on top of it must succeed on a DC 18 Dexterity saving throw or fall off the pillar, taking 7 (2d6) bludgeoning damage and landing prone at the base of the pillar. The pillar remains until Klaythusar uses this lair action again or until he dies.
- Stalactites of ice fall from the ceiling in a 20 foot radius centered on a point Klaythusar can see within 120 feet of him. All creatures within that radius must make a DC 15 Dexterity saving throw, taking 9 (2d8) cold damage and 9 (2d8) bludgeoning damage on a failed save, or half as much damage on a successful one.

Ice Canisters

Though Klaythusar himself is completely encased inside the Aspect of Water, four canisters that are connected to his containment suit and help him control the aspect's elemental energy are exposed at his back. However, if Klaythusar was able to retrieve additional *lesser elemental hearts** from either of the temples in **Parts 17** and **18**, he has an additional canister for each one. All of the canisters on Klaythusar's containment suit must be destroyed to sever his control over the Aspect of Water.

Each canister has an AC 17, 25 hit points and immunity to cold, psychic and poison damage. Destroying a canister weakens Klaythusar's hold over the Aspect of Water but also causes his attacks to be more dangerous.

Destroyed Canister Table

Canister Destroyed	Effects
First	None
Second	-1 legendary action +1d4 additional cold damage whenever Klaythusar deals damage during his turn
Third	-2 legendary actions +2d4 additional cold damage whenever Klaythusar deals damage during his turn
Fourth	-3 legendary actions +3d4 additional cold damage whenever Klaythusar deals damage during his turn
Fifth (additional canister)	-4 legendary actions +4d4 additional cold damage whenever Klaythusar deals damage during his turn
Sixth (additional canister)	-5 legendary actions, +4d4 additional cold damage whenever Klaythusar deals damage during his turn

Defeating Klaythusar

When Klaythusar has reached 0 temporary hit points and all of his canisters have been destroyed, the link between him and the aspect is broken. Klaythusar is ejected from the aspect's body.

Klaythusar lands with a grunt on the cavern floor and looks up at the towering Aspect of Water. It reaches out a hand to him and a speck of glowing blue light leaves Klaythusar's body and returns to the elemental. "No!" Klaythusar shouts. "That power is mine. I took it. I tamed you. You are mine forever." The blue glow leaves his eyes, leaving the normal eyes of an eluran. He tries to stand, grabbing at the aspect, but he is beginning to freeze from the ground up. As the ice climbs, Klaythusar calls out, "I was promised you would be mine. The voice, it promised me…"

The Fizzar's Final Act. Before the ice completely freezes him, Klaythusar spitefully destroys what's left of his containment unit, breaking valves and snapping open pipes, cackling wildly all the while. In the split second before the unit self-destructs, the Aspect of Water forms itself into a protective dome of ice around Klaythusar, stopping the explosion and completing Klaythusar's deep freeze.

An Elemental Choice

The **Aspect of Ice*** pulls itself up to its full height, towering over everyone and making the volcanic cavern seem small in comparison. A thin trail of frozen mist still connects it to what is left of the *Heart of Ice**. It gazes down at you thoughtfully.

The characters are left with a choice—destroy the aspect, or destroy the *Heart of Ice**, setting the Aspect of Water free.

Destroying the Aspect. The Aspect of Water is already weakened, but will fight with as much strength as it can to protect itself. Once defeated, the aspect shatters into thousands of pieces of ice, scattering across the floor of the volcanic cavern. The characters and all others in attendance get a feeling of unease as soon as the deed is done.

Destroying the Heart of Ice. The only way to free the Aspect of Water fully is to dismantle the *Heart of Ice**. Anyone proficient with tinker tools can take it apart safely in 10 minutes. It has AC 18, 15 hit points, and immunity to poison and psychic damage. Reducing the *Heart of Ice** to 0 hit points destroys it and frees the aspect.

If the characters destroy the *Heart of Ice** and free the Aspect of Water, read or paraphrase the following:

> **A burst of warm air explodes outwards from the aspect and the sound of fresh running water fills the chamber. The icy form of the aspect melts away to water and it moves around with a freedom it has not felt in over a millenia. All the nearby frostburned, including Natu, begin to thaw rapidly, returning to their pre-frostburned state.**

Part 20: Epilogues

The Fate of the Frostburned

What happens to the frostburned created by Klaythusar's rampage depends on how the party dealt with the Aspect of Water.

The Frostblessed. If the Aspect of Water is released, it breaks the curse afflicting the frostburned. People who were in the early stages of being frostburned return to their normal forms, left with only hazy memories of their time as a frostburned. Those who were frozen solid thaw, returning to life. However, they are changed by their experience. They are infused with elemental ice energy and come to be known as the frostblessed. These folk awaken with a deep connection with elementals. Frostburned who were shattered when they were frozen statues do not return to life and instead melt away.

The Frostcursed. If the party defeats the Aspect of Water in combat, the frostburned remain cursed. As an elemental aspect, the Aspect of Water will eventually return, but it stays in its vengeful icy state causing disruption wherever it goes.

Klaythusar's Ice World

If Klaythusar defeats the party, he reprograms the Fizzar shield network to extend the freezing shield over the entire Tanglewilds. While everything is frozen, he begins the work of building a new great Fizzar temple from which he plans to rule. The other folk of Wesden band together to oppose him, but they may not be a match for a Fizzar at full power with the Aspect of Water at his command.

A New Future for the Fizzars

If Natu survives and the frostburned curse is lifted, she is able to leave the volcano for the first time in over 1,500 years. She is delighted by the world that folk have created, especially the advances in treeshaping and using magic to coexist with nature rather than control it. She uses her technical knowledge to help the Luzos Regency and Stonehoof Protectorate plan rebuilding efforts for places damaged by Klaythusar and the storm. Eventually, she begins to train more new Fizzars, emphasizing the importance of respecting nature rather than exploiting it.

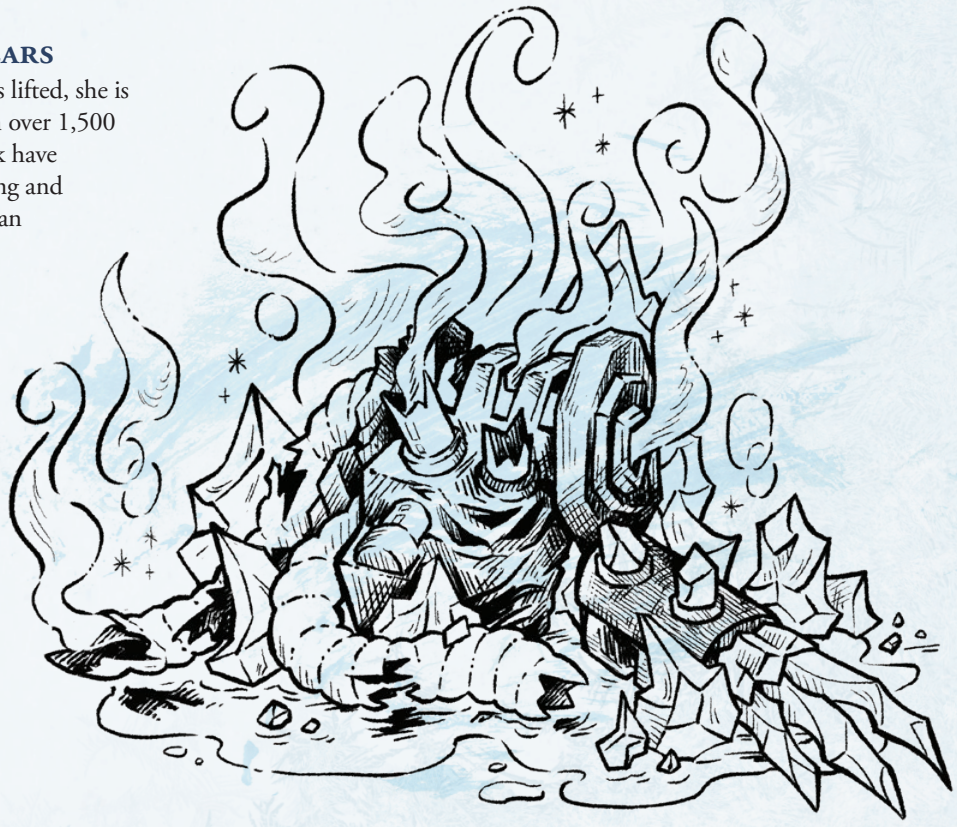
First among these tasks is freeing elementals from remaining *elemental hearts**. Natu and her loyal apprentices use their observation of the Aspect of Water breaking free of the *Heart of Ice** to devise a way to safely set trapped elementals free. This also settles the spirits of the hollowings, which are finally able to rest. For the first time in generations, elementals are free to roam Wesden again.

A Voice from Beyond

Klaythusar's mention of a mysterious voice may be familiar to players who played through the campaign in the ***Humblewood Campaign Setting*** and became the Heroes of Humblewood. This voice is the same one that visited Odwald and taught him how to unseal the Aspect of Fire. If the party is not the Heroes of Humblewood, Zaya or another NPC can give them the information that a strange voice that appeared in visions was linked to the emergence of the Aspect of Fire too. The party is left to wonder: will this echoing voice influence more minds and are more troubles ahead?

A Message on the Wind

Some time after the events of the adventure, a message comes to the party in the form of an ornate scroll. It is an invitation from the Wind King of the Gasparian Isles to visit the mysterious islands that are usually inaccessible due to the ever-raging cyclone that enshrouds them.



What remains of the frozen Fizzar

Nine Simpson

Appendix A: Bestiary & NPCs

ALLIES AND ENEMIES OF VESPEN

Monsters and NPCs are listed in alphabetical order.

ARCHAEOLOGIST

Archaeologists are researchers who try to uncover the truths of the past through the material culture folk left behind. They balance their scholarly work with field studies. As their research often takes them to the wild places of the world, archaeologists have to be prepared to defend themselves against monsters and treasure hunters.

ARLO GREENWOOL

Arlo Greenwool [he/him] is an elderly capran sorcerer who was born in the village of Haver's Cliff. Arlo's powers manifested around the time his horns began to grow. His horns are made of purple crystal, similar to the lightning crystals that grow in the caves near his home.

Arlo has always been content to use his powers to help his community rather than to seek glory or adventure. He is well-liked and respected by the people of Haver's Cliff. Arlo is a gentle and thoughtful person, if very absentminded. He often seems to be listening to music no one else can hear and nodding along contentedly to the beat of the world around him.

ARCHAEOLOGIST

MEDIUM OR SMALL HUMANOID (ANY RACE), ANY ALIGNMENT

Armor Class 14 (studded leather armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	16 (+3)	15 (+2)	10 (+0)

Skills History +5, Investigation +5
Senses passive Perception 12
Languages Birdfolk, Eluran, plus any two languages
Challenge 2 (450 XP)

Study Buddy. When the archaeologist helps another creature with an Intelligence check, the creature makes the check with advantage and adds 1d6 to the result.

Actions

Multiattack. The archaeologist makes two whip attacks.

Shovel. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage and if the target is a Medium or smaller creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

ARLO GREENWOOL

MEDIUM HUMANOID (CAPRAN), NEUTRAL GOOD

Armor Class 10 (16 with *barkskin*)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	12 (+1)	16 (+3)	16 (+3)

Saving Throws Con +4, Cha +5
Skills Insight +5
Senses passive Perception 13
Languages Birdfolk, Capran, Eluran, Terran
Challenge 3 (700 XP)

Helping Hoof (2/Day). When Arlo uses the Help action and the check or attack he is helping with fails, the creature attempting the check can reroll if Arlo is within 5 feet. The creature must use the new result.

Power Absorption (2/Day). When Arlo takes damage from a spell or magical effect, he can halve the damage he takes.

Power Distribution (2/Day). When Arlo hits with a spell attack, he can deal an extra 3 (1d6) lightning or force damage.

Spellcasting. Arlo is a 6th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He knows the following spells:

- **Cantrips (at will):** *druidcraft, light, mending, message, shocking grasp*
- **1st level (4 slots):** *create or destroy water, detect magic, entangle, thunderwave*
- **2nd level (3 slots):** *barkskin, enhance ability, gust of wind, ray of enfeeblement*
- **3rd level (3 slots):** *meld into stone, protection from energy, vampiric touch, water breathing*

Actions

Crystal Horns. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) lightning damage, and, if the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

ASPECT OF WATER

HUGE ELEMENTAL, UNALIGNED

Armor Class 15
Hit Points 116 (8d20+32)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	18 (+4)	6 (-2)	15 (+2)	14 (+2)

Saving Throws Wis +6
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Damage Immunities acid, cold
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, restrained, unconscious
Senses passive Perception 12
Languages Aquan
Challenge 10 (5,900 XP)

Legendary Resistance (3/Day). If the aspect fails a saving throw, it can choose to succeed instead.

Aquatic Regeneration. The aspect regains 10 hit points at the start of its turn if it has at least 1 hit point and is standing in or on a body of water. If the aspect takes lightning damage, this trait doesn't function on the aspect's next turn.

Churning Tides. Any creature that starts its turn within 5 feet of the aspect must succeed on a DC 15 Strength saving throw or be pushed 10 feet away from the aspect.

Water Walker. The aspect can walk across the surface of any liquid as though it were solid ground.

Actions

Multiattack. The aspect makes two wave slam attacks and uses Storm Trap if it can.

Wave Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 5) cold damage. The target must succeed on a DC 17 Strength saving throw or be pushed 10 feet away from the aspect.

Storm Trap (Recharge 5-6). One creature within 60 feet of the aspect must succeed on a DC 17 Dexterity saving throw or be trapped in a whirlwind of water. The trapped creature is blinded and restrained, has total cover against attacks and other effects outside the whirlwind, and takes 10 (3d6) cold damage at the start of each of the aspect's turns. The trapped creature can repeat the saving throw at the end of each of its turns to break free from the trap.

Legendary Actions

The aspect of water can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The aspect regains spent legendary actions at the start of its turn.

Move. The aspect moves up to its speed without provoking opportunity attacks.

Wave Slam Attack. The aspect makes a Wave Slam attack.

Tidal Deluge (Costs 2 Actions). Each creature within 15 feet of the aspect must succeed on a DC 17 Strength saving throw or take 14 (4d6) bludgeoning damage and be knocked prone.

Christina Kraus

DIRE MOUNTAIN LION

Dire mountain lions are the larger cousins of the mountain lions that live in the Crest Mountains close to Humblewood. These beasts are infused with elemental energy connected with rock and stone. Plates of rock jut from their thick fur, giving them excellent defenses. Preferring cold environments, dire mountain lions are largely found in the Frostcaps and the upper peaks of Stormcrag. They are highly territorial and use their magical roar to drive off intruders with powerful earthquakes. Although humanoids are not their favorite prey, they will attack travelers given the opportunity.

ELISA, THE FAA'SENG

Regent Elisa [she/her], called the faa'seng in Eluran, is the ruler of the Luzos Regency. Elisa's political power extends across the Tanglewilds. A sorcerer in her own right, Elisa is not afraid to exercise her authority for the good of her people, even if her decisions are unpopular. She takes her responsibilities as regent and head priestess of the sun Amaranthine Khaluz very seriously. She is a sun eluran with rich black fur that reveals a subtle pattern of dark rosettes when illuminated by sunlight. Few can withstand the gaze of her golden eyes without recognizing her majesty and unbending force of will.

FELIAD STALKER

These large wild cats make their home in the Tanglewilds. They camouflage themselves by wrapping their huge bat-like wings around trees and positioning their blossom-tipped tails among tropical flowers. If a creature comes too close, the stalker releases a puff of pollen from the scented flower organ on their tail that makes their prey drowsy and easy to kill.

DIRE MOUNTAIN LION

LARGE MONSTROSITY, UNALIGNED

Armor Class 17 (natural armor)
Hit Points 170 (20d10 + 60)
Speed 45 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	5 (-3)	16 (+3)	8 (-1)

Saving Throws Str +6, Con +5
Skills Perception +5, Stealth +4
Damage Resistance bludgeoning, piercing and slashing from nonmagical attacks
Senses tremorsense 30 ft., passive Perception 15
Languages —
Challenge 7 (2,900 XP)

Dainty Steps. Difficult terrain composed of rocks, ice, or snow doesn't cost the mountain lion extra movement.

Keen Smell. The mountain lion has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the mountain lion moves at least 20 feet towards a creature and then hits it with its claws attack on the same turn, the target must succeed a DC 15 Strength saving throw or be knocked prone. The mountain lion can immediately make a bite attack against a prone target as a bonus action.

Actions

Multiattack. The mountain lion makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Earthquake Roar (Recharge 5–6). With a mystic roar, the mountain lion shakes the earth in a 20-foot square centered on space on the ground it can see within 60 feet. Each creature within this square must make a DC 15 Dexterity saving throw, taking 22 (5d8) bludgeoning damage and falling prone on a failure and half as much damage and not falling prone on a success. The area becomes difficult terrain.

The bigger and badder dire mountain lion

Josiah Cameron

ELISA, THE FAA'SENG

MEDIUM HUMANOID (SUN ELURAN), LAWFUL GOOD

Armor Class 12 (15 with mage armor)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	18 (+4)	17 (+3)	20 (+5)

Saving Throws Dex +5, Wis +6, Cha +8

Skills Deception +8, Insight +6, Intimidation +8, Persuasion +8, Religion +7

Senses darkvision 60 ft., passive Perception 13

Languages Birdfolk, Eluran, Mapach, Tilian, Vulpin

Challenge 6 (1,800 XP)

Fearsome Leader. As a bonus action, Elisa can call out to her allies, instructing them to strike. Each ally that can hear Elisa can use its reaction to make an attack against a target within range.

Sun Priestess. When Elisa casts a spell, she can choose to change its damage type to fire or radiant.

Spellcasting. Elisa is a 9th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She knows the following sorcerer spells:

- **Cantrips (at will):** *firebolt, light, mending, message, shocking grasp*
- **1st level (4 slots):** *burning hands, detect magic, mage armor, thunderwave*
- **2nd level (3 slots):** *arboreal eruption*, hold person, suggestion*
- **3rd level (3 slots):** *daylight, fear, Ranzang's oathbond**
- **4th level (3 slots):** *dominate beast, greater invisibility, wall of fire*
- **5th level (1 slot):** *animate objects*

Actions

Multiattack. Elisa makes two melee attacks. She can substitute one of her melee attacks for her Roar or a cantrip.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Roar (Recharges on a Short or Long Rest). Elisa unleashes a mighty roar. Each Large or smaller creature within 10 feet of her must succeed on a DC 14 Constitution saving throw or be knocked prone.

FELIAD STALKER

LARGE MONSTROSITY, UNALIGNED

Armor Class 15 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 30 ft., fly 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	6 (-2)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Flying Pounce. If the feliad stalker hits with a claws attack while flying, the target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the feliad stalker can make one bite attack against it as a bonus action, and whether or not the target is prone, the feliad stalker can immediately Dash using its fly speed without provoking opportunity attacks.

Keen Hearing and Smell. The feliad stalker has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Natural Camouflage. The feliad stalker has advantage on Dexterity (Stealth) checks made to hide in forest terrain.

Actions

Multiattack. The feliad stalker makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Tail Blossom (Recharge 6). The feliad stalker targets one creature it can see within 15 feet of it with a puff of pollen from its tail. The target must succeed on a DC 13 Constitution saving throw or fall asleep. An affected target can repeat the saving throw at the end of each of its turns, ending the condition on a success.

A feliad stalker prepares to pounce

Julia Metzger

FIZZAR APPRENTICE

At the behest of the regent of Halara, the ancient Fizzar Natu Tutulatu has begun training new Fizzars, focussing on the importance of using Fizzar technology responsibly. They are constantly testing new gadgets in the field, but they don't always work as intended.

The three corrupted Fizzar apprentices in **Parts 14**, **17** and **18** of the Heart of Ice adventure each have an additional unique action they can take in combat:

Everron Neatbeak

Sonic Bomb (Recharge 5-6). One target Everron can see within 30 feet must make a DC 14 Constitution saving throw, taking 10 (3d6) thunder damage on a fail. Additionally on a fail, if the target can hear, it gets the deafened condition until the end of its next turn. A creature that succeeds on the saving throw takes half as much damage and is not deafened.

Mundi

Lightning Net Drones (Recharge 5-6). Mundi targets a point within 60 feet that he can see. All creatures in a 10 foot radius of that point must succeed on a DC 14 Dexterity saving throw or take 5 (1d10) lightning damage and be restrained until the end of their next turn.

Nima

High Pressure Hose Down (Recharge 5-6). Nima sprays frigid water in a 20 foot cone. Each creature in that area must make a DC 14 Strength saving throw, taking 9 (2d8) cold damage and being knocked prone on a failed save. A creature that succeeds on the saving throw takes half as much damage and is not knocked prone.

FIZZAR CONSTRUCT

The Fizzar constructs are guardians made by the ancient Fizzars to guard their laboratory temples such as the Temple of Rime and Reason and the Temple of Naba. They were usually made from stone or metal and are powered by *elemental hearts**. Many Fizzars designed their constructs in forms that echoed the depictions of the Amaranthines, such as great cats, lizards or birds.

FIZZAR DRONE

Fizzar drones are a type of advanced autonomous gadget. They are capable of acting semi-independently, following orders programmed into them using a combination of arcane inscriptions and metal gears. Drones were constructed with many purposes, but most commonly they were designed to protect sensitive sites or record visual information and replay it. Traditionally, ancient Fizzars built their drones with self-destruct capabilities so that their work couldn't be studied by their rivals if a drone was caught. Fizzar drones powered by elemental batteries can still be active long after the death of the Fizzar who made them.

FIZZAR APPRENTICE

MEDIUM OR SMALL HUMANOID (ANY RACE), ANY ALIGNMENT

Armor Class 13
Hit Points 58 (13d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	16 (+3)	14 (+2)	12 (+1)

Saving Throws Con +3
Skills History +6, Investigation +6, Sleight of Hand +5
Senses passive Perception 12
Languages Birdfolk plus two more languages
Challenge 5 (1,800 XP)

Quick Fix (3/Day). As a bonus action, the Fizzar apprentice can choose a construct they can see within 5 feet to restore 7 (2d6) hit points.

Actions

Multiattack. The Fizzar apprentice makes two attacks.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 2) piercing damage.

Experimental Gadget. *Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d8) force damage and 5 (1d8) cold, fire or lightning damage. Each time this action is used, roll a d8. If the result is 1, the Fizzar apprentice takes 2 (1d4) and this action can't be used again until the end of the Fizzar apprentices next turn.

A fizzar construct lets down its guard

Risa Hulet

FIZZAR CONSTRUCT

LARGE CONSTRUCT, UNALIGNED

Armor Class 9
Hit Points 75 (10d10 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	14 (+2)	8 (-1)	10 (+0)	1 (-5)

Skills Perception +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses passive Perception 12

Languages understands the language of its creator but can't speak

Challenge 2 (450 XP)

Battery Powered. The construct is powered by a magic item, an *elemental heart**, which it requires to function effectively. While in operation, the battery can be removed from its chest with a successful DC 17 Strength check. If the battery is removed, the construct cannot attack, follows whoever holds the battery, and becomes unconscious after 1 minute until the heart is replaced.

Magic Resistance. The construct has advantage on saving throws against spells and other magical effects.

Illumination. When powered by an *elemental heart**, the construct magically emits bright light in a 15-foot radius and dim light for an additional 15 feet. This light goes out if the construct drops to 0 hit points or the battery is removed from its chest.

Indestructible. The construct is made of an indestructible material created by powerful magic. When it drops to 0 hit points, it is not destroyed, but becomes unconscious until a new *elemental heart** is placed in its chest.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

FIZZAR DRONE

SMALL CONSTRUCT, UNALIGNED

Armor Class 17 (natural armor)
Hit Points 71 (11d6 + 33)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	9 (-1)	10 (+0)	6 (-2)

Saving Throws Con +5

Skills Perception +4, Skills +1

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses passive Perception 14

Languages understands one language known by its creator but can't speak

Challenge 3 (700 XP)

Constructed Nature. The drone doesn't require air, food, drink, or sleep.

Elemental Power. The drone is powered by an elemental battery, either air, earth, fire, lightning or water. The type of battery determines the effect of its Elemental Beam attack.

Self Destruct. When the drone drops to 0 hit points, it explodes. Each creature within 10 feet of it must make a DC 13 Constitution saving throw, taking 14 (4d6) force damage and becoming deafened until the end of its next turn on a failed save or half as much damage and not becoming deafened on a successful one.

Visual Record. The drone can project a moving image of what it has seen in the past 24 hours.

Actions

Multiattack. The drone makes two Elemental Beam attacks.

Elemental Beam. *Ranged Weapon Attack*: +4 to hit, range 30/60 ft., one target. *Hit:* 8 (1d10 + 3) force damage plus one of the following effects:

Air Battery. The target's speed is reduced by 10 feet until the end of its next turn.

Earth Battery. The target is knocked prone.

Fire Battery. The target takes an additional 3 (1d6) fire damage.

Lightning Battery. The target can't take reactions until the start of its next turn.

Water Battery. The target is pushed back 10 feet.

A fizzar drone enacts its orders

Brendan Lancaster

FLASH FIREWING

MEDIUM HUMANOID (SYLPH), CHAOTIC NEUTRAL

Armor Class 18 (studded leather)
Hit Points 150 (20d6 + 80)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	18 (+4)	14 (+2)	18 (+4)	20 (+5)

Saving Throws Str +4, Dex +9, Con +7

Skills Acrobatics + 9, Deception +8, Perception +8, Persuasion +8, Sleight of Hand +9, Stealth +9

Senses passive Perception 18

Languages Birdfolk, Eluran, understands Auran but can't speak it

Challenge 7 (2,900 XP)

Avoidance. If Flash is subjected to an effect that allows him to make a saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Hover. When falling or jumping, Flash can use his reaction to halt his descent and begin to hover in place. On subsequent turns, he can use a bonus action to continue hovering. When he stops hovering, he begins to glide straight down at a rate of 30 feet per round and doesn't take any damage from the fall or land prone.

Quick Reflexes (1/Short or Long Rest). Flash can take an extra reaction.

Sneak Attack (1/Turn). Flash deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Flash that isn't incapacitated and Flash doesn't have disadvantage on the attack roll.

Wing Flap. As a bonus action, Flash can use his feathered arms to propel himself upward 15 feet.

Actions

Multiattack. Flash makes four melee attacks.

Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

Whip. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage. If the target is a Medium or smaller creature, it must succeed on a DC 17 Dexterity saving throw or be knocked prone as Flash tangles up its feet.

Reactions

Whip Parry. Flash adds 2 to his AC against one melee attack that would hit him. If the attack misses, the attacker must succeed on a DC 17 Dexterity saving throw or be disarmed, as Flash uses his whip to fling their weapon 15 feet in a direction of his choice. Flash must be able to see the attacker and be wielding a whip.

FLASH FIREWING

Flash Firewing [he/him] is a sylph adventurer and leader of the Children of the Blue Rose. He has bright green plumage with a striking red crest. He grew up in the Tanglewilds close to the Temple of Naba. He and his brother Flare snuck into the temple as children, an event that changed their lives. While Flare dedicated his life to protecting the temple, Flash became an adventurer. He sought out the elderly scoundrel Nadia Dar, former leader of the Companions of the Blue Rose, who taught him everything she knew about how to plunder, scheme, and swashbuckle. Hiding his true nature behind a charming facade, Flash is a dangerous person, willing to do whatever he must to make a score. He likes to avoid bloodshed, preferring to outwit his opponents before they even realize he has become their foe.

THE FROSTBURNED

Frostburned

Frostburned are folk who have been affected by the Fizzar Klaythusar's corruption of the Aspect of Water's power. They are frozen stiff until a source of heat melts them enough that they can move. Once thawed, a frostburned will seek out as much heat as they can, even though they can never truly get warm. Their need for heat overrides all conscious thought and blocks memories of who they once were. Still, there may be a trace of their previous personality deep within.

Victims of the frostburned can themselves become frostburned as the condition spreads. A strange side effect of their frostbitten condition makes frostburned functionally immortal. Even when they appear to die, their bodies become unmelting ice statues. Whether folk can be saved from this condition remains to be seen.

A frostburned seeking heat

Risa Hulett

FROSTBURNED

Medium or Small undead, neutral evil

Armor Class 15 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	3 (-4)	10 (+0)	4 (-3)

Skills Perception + 2
Damage Resistances fire
Damage Immunities cold
Condition Immunities charmed, frightened
Senses blindsight 30 ft., passive Perception 12
Languages —
Challenge 1 (200 XP)

Frostbiter. When the frostburned hits a creature with a melee attack, the target must make a DC 12 Constitution saving throw or gain one frostbitten level.

Suspended Animation. When the frostburned drops to 0 hit points, it freezes into a solid ice statue. While frozen in this way, the frostburned is unconscious, and it can't be unfrozen by any means.

Thaw Claw. When the frostburned takes fire damage, each creature within 5 feet of it takes 3 (1d6) cold damage, and the frostburned can use its reaction to move up to its speed and make one Icy Claws attack.

Actions

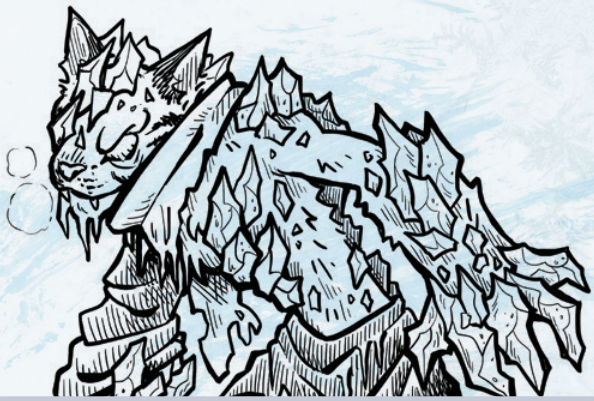
Multiattack. The frostburned makes two Icy Claws attacks.

Icy Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) plus 3 (1d6) cold damage.

Frostburned Template

When a creature becomes a frostburned, it loses any class features, languages, and spellcasting abilities and gains the following traits:

- **Resistances.** The frostburned is resistant to fire damage.
- **Immunities.** The frostburned is immune to cold damage and the charmed and frightened conditions.
- **Thaw.** When the frostburned takes fire damage, each creature within 5 feet of it takes 3 (1d6) cold damage, and the frostburned can use its reaction to move up to its speed and make one melee attack.
- **Frostbiter.** When the frostburned hits a creature with a melee attack, the target must succeed on a Constitution saving throw (equal to 8 + the frostburned's Constitution modifier + its proficiency bonus) or gain one frostbitten level.
- **Frozen Mind.** The frostburned's Intelligence score becomes 3 and its Charisma score becomes 4. It remembers nothing from its previous life and acts only to seek out heat from other creatures.
- **Icy Weapons.** The frostburned deals an extra 3 (1d6) cold damage on an unarmed strike or with its natural weapons.
- **Suspended Animation.** When the frostburned drops to 0 hit points, it fully freezes into a solid ice statue. While frozen in this way, the frostburned is unconscious, and it can't be unfrozen by any means. If the frostburned takes any damage while in this state, it shatters and can't be revived.



Condition: Frostbitten

The frostbitten condition is measured in 4 levels. A creature suffers the effect of its current frostbitten level as well as all lower levels. Each frostbitten level has a different requirement for its removal.

Level	Effects	Removal
1	The creature's speed is reduced by 10 feet.	The creature spends at least 1 hour next to a fire or similar heat source.
2	The creature gains resistance to cold damage.	The creature takes fire damage equal to or greater than three times its character level or its CR (rounded up).
3	The creature gains the flaw, "You are always cold and must seek out sources of heat."	A greater *restoration* spell is cast on the creature.
4	The creature must make a DC 15 Constitution saving throw each time it finishes a short or long rest. On a failure, it becomes a **frostburned***, and the **Frostburned Template** is applied to it. If the creature is a player character, it is now controlled by the GM.	A *heal* spell is cast on the creature.

Nine Simpson

FROSTBURNED GARGATH

HUGE UNDEAD, NEUTRAL EVIL

Armor Class 14 (natural armor)
Hit Points 66 (10d12 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	16 (+3)	3 (-4)	12 (+1)	4 (-3)

Damage Resistance fire
Damage Immunities cold
Condition Immunities charmed, frightened
Senses passive Perception 11
Languages —
Challenge 5 (1,800 XP)

Frostbiter. When the frostburned gargath hits a creature with a melee attack, the target must succeed on a DC 14 Constitution saving throw or gain one frostbitten level.

Stampede. If the frostburned gargath moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is knocked prone, the frostburned gargath can then make one stomp attack against it as a bonus action.

Thaw Gore. When the frostburned gargath takes fire damage, each creature within 5 feet of it takes 3 (1d6) cold damage, and the frostburned gargath can use its reaction to move up to its speed and make one melee attack.

Actions

Ram. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 7 (2d6) cold damage.

Stomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one prone creature. *Hit*: 21 (3d10 + 5) bludgeoning damage plus 7 (2d6) cold damage.

SER COROJA, FROSTBURNED KNIGHT

Once the greatest warrior among the Knights of Knowhere, Ser Coroja [she/her] became a frostburned while leading the investigation at Bloomdoor Warren. This powerful white feathered strig has retained her martial prowess despite her transformation, making her an unsettlingly tactical frost-burned opponent.

Before her transformation, Ser Coroja was mentoring Squire Orlo. She was a patient and thoughtful knight who disagreed with the harsher stance of Sir Banderus the Obscure, but respected his authority within their order.

GARGATHS

The huge beasts called gargaths gave their name to the Gargan Steppe and have shaped the landscape with their grazing for generations. Gargaths have thick fur and long manes that keep them warm in the cold winters. Both wild and domesticated herds roam the plains, though there are fewer and fewer wild gargaths each year. Unlike their domesticated cousins, wild gargaths can be aggressive and skittish. Whether wild or tame, wise folk always respect a gargath's size, strength, and stubborn temperament.

The humble gargath

Josiah Cameron

FROSTBURNED KNIGHT

MEDIUM UNDEAD, NEUTRAL EVIL

Armor Class 18 (*+1 half plate*)
Hit Points 68 (8d8+32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	8 (-1)	14 (+2)	9 (-1)

Saving Throws Wis +4, Cha +2
Skills Athletics +7
Damage Resistances fire
Damage Immunities cold
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 5 (1,800 XP)

Brawler. When the frostburned knight hits a creature with their Icy Talons attack, they can grapple the target as a bonus action.

Frostbiter. When the frostburned knight hits a creature with their Icy Talons attack, the target must make a DC 15 Constitution saving throw or gain one frostbitten level.

Legendary Resistance (2/Day). If the frostburned knight fails a saving throw, they can choose to succeed instead.

Polluted Aura of Inquiry. The frostburned knight and any frostburned within 10 feet of them can't be surprised.

Polluted Smite (3/Day). When the frostburned knight hits with a melee attack, they can deal an additional 13 (3d8) cold damage to the target.

Thaw Claw. When the frostburned knight takes fire damage, each creature within 5 feet of them takes 3 (1d6) cold damage, and the frostburned knight can use their reaction to move up to their speed and make one Icy Talons attack.

Actions

Multiattack. The frostburned knight makes two melee attacks: one with their greatsword and one with their Icy Talons.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 3 (1d6) cold damage.

Icy Talons. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage plus 3 (1d6) cold damage.

Legendary Actions

The frostburned knight can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The frostburned knight regains spent legendary actions at the start of their turn.

Cold Rush. The frostburned knight moves up to their speed and makes one Icy Talons attack.

Drain Heat (Costs 2 Actions). The frostburned knight attempts to drain the heat from one creature they are grappling. The target must succeed on a DC 15 Constitution saving throw or take 10 (3d6) cold damage and gain one frostbitten level.

GARGATH

HUGE BEAST, UNALIGNED

Armor Class 14 (natural armor)
Hit Points 66 (7d12 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	16 (+3)	5 (-3)	12 (+1)	5 (-3)

Senses passive Perception 11
Languages —
Challenge 4 (1,100 XP)

Cold Tolerance. The gargath can exist comfortably in temperatures as low as -50 degrees Fahrenheit. It has advantage on Constitution saving throws made to resist effects that deal cold damage.

Stampede. If the gargath moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is knocked prone, the gargath can then make one stomp attack against it as a bonus action.

Actions

Ram. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one prone creature. *Hit:* 21 (3d10 + 5) bludgeoning damage.

WILD GARGATH

HUGE BEAST, UNALIGNED

Armor Class 16 (natural armor)
Hit Points 66 (10d12 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	18 (+4)	5 (-3)	14 (+2)	5 (-3)

Saving Throws Str +8, Dex +2, Con +6
Senses passive Perception 12
Languages —
Challenge 5 (1,800 XP)

Cold Tolerance. The gargath can exist comfortably in temperatures as low as -50 degrees Fahrenheit. It has advantage on Constitution saving throws made to resist effects that deal cold damage.

Stampede. If the gargath moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is knocked prone, the gargath can then make one stomp attack against it as a bonus action.

Actions

Ram. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit*: 21 (3d10 + 5) bludgeoning damage.

GARGAHERD

MEDIUM OR SMALL HUMANOID (ANY RACE), ANY ALIGNMENT

Armor Class 15
Hit Points 75 (10d8 + 30)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	16 (+3)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Dex +5, Wis +5
Skills Acrobatics +7, Animal Handling +5, Performance +3
Senses passive Perception 13
Languages Birdfolk and any one other language
Challenge 3 (700 XP)

Nimble Dodge. The gargaherd adds its proficiency bonus to its AC (already included in its statistics).

Sidestep (3/Day). The gargaherd can Dodge as a bonus action.

Yeehaw. The gargaherd has advantage on saving throws against being frightened

Actions

Multiattack. The gargaherd makes two melee attacks.

Lasso. *Melee Weapon Attack:* +5 to hit, reach 20 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage, and the target must succeed on a DC 13 Strength saving throw or be pulled up to 15 feet toward the gargaherd. On a hit, the gargaherd can choose not to deal damage with this attack and restrain the target instead. While a target is restrained in this way, the gargaherd can't use its lasso to attack.

Punch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

GARGAHERD

Gargaherds are skilled gargath handlers who lead the massive beasts across the plains of Firnveldt. Able to wrangle gargaths and tend to any injuries or maladies they might suffer on their long migrations, gargaherds are well respected in Firnveldt society for their resourcefulness. They are independent folk, unwilling to be tied down by the social conventions of the great cities of the veldt. Some work for themselves, while others sell their services to Gargaherd groups called "trips". Gargaherds also have a reputation for being highly competitive when they meet each other, showing off their best rope skills and acrobatic tricks.

GOLDEN SUNEATER

Golden suneaters are large predatory flowers that have grown mobile to hunt down prey. They move on dozens of specially adapted roots, which allow them to scuttle across the forest floor. Suneaters have five fleshy petals surrounding an opening in the center of their flower, which serves as a mouth and is ringed with fangs. This maw leads to a pitcher-plant-like belly that can be extended to accommodate large prey. Golden suneaters hunt sparingly and can spend weeks digesting a single large victim, keeping it immobilized with their venom. They are most active during the day when the attractive scent they release is more powerful as the sun has warmed the plant.

GRASSBEAK

These terrestrial birds are the foremost predators of the Gargan Steppe. Their mottled green plumage lets them blend in with the tall grasses, aided by leafy plumes that grow as part of their tails. Grassbeaks have powerful legs tipped with long, razor-sharp talons, which they use to disembowel their prey. Grassbeaks don't work together and they attempt to drive rivals off their kills, but large informal flocks will often be drawn to injured or vulnerable animals. Several grassbeaks are capable of taking down even a mighty gargath, and can make short work of a lone traveler. Once you see the grass swaying as a grassbeak stalks toward you, it may already be too late.

The golden suneater lies in wait

Erika Taguchi

GOLDEN SUNEATER

MEDIUM PLANT, UNALIGNED

Armor Class 12 (natural armor)
Hit Points 120 (16d8 + 48)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	4 (-3)	16 (+3)	16 (+3)

Skills Stealth +4
Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13
Languages —
Challenge 4 (1,100 XP)

False Appearance. While the suneater remains motionless, it is indistinguishable from a Medium-sized jungle flower.

Sweet Poison. The suneater releases an attractive aroma. Each creature that isn't a construct or an undead that starts its turn within 90 feet of the suneater must make a DC 14 Constitution saving throw. If the suneater is in bright light, this saving throw is made with disadvantage. On a failure, a creature becomes poisoned and charmed by the suneater. While charmed, a creature is compelled to move toward the suneater on its turn and can't willingly move away from it. An affected creature can repeat its saving throw at the end of each of its turns, ending the effect for itself on a success. When the charmed condition ends, the creature is immune to the Sweet Poison of all suneaters for the next 24 hours

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, plus 9 (2d8) acid damage. If this attack hits a Medium or smaller creature, the creature is grappled (escape DC 14).

Engulf. The suneater engulfs a Medium or smaller creature it is grappling. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the end of each of the suneater's turns or take 9 (2d8) acid damage. If the suneater moves, the engulfed target moves with it. The suneater can have only one creature engulfed at a time.

Spit Juice. The suneater spits digestive juices at a target it can see within 60 feet of it. The target and all creatures within 5 feet of the target must make a DC 14 Dexterity saving throw, taking 9 (2d8) acid damage on a failed saving throw, or half as much damage on a successful one.

GRASSBEAK

MEDIUM BEAST, UNALIGNED

Armor Class 15 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	14 (+2)	6 (-2)	14 (+2)	5 (-3)

Saving Throws Dex +5
Skills Perception +4, Stealth +5
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 2 (450 XP)

Flock Frenzy. The grassbeak has advantage on melee attack rolls against any creature that has been hit by an attack since the end of the grassbeak's last turn.

Grass Camouflage. The grassbeak has advantage on Stealth checks made to hide or move through grasses

Actions

Kick. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

A grassbeak prepares to kick

Risa Hulett

GRIMBEE

Easily confused with sweetbees, grimbees are small insects that are largely found in Stormcrag. They are black with red stripes and live in burrows inside natural rock crevices. There are many superstitions surrounding them, particularly their connection with the afterlife. Grimbees are said to be the favorites of Tyton the Nightfather, the Amaranthine of death. Legends hold that they can fly into Tyton's realm and carry messages between the living and the dead. Some folk keep grimbees as familiars as these small insects can be persuaded to share some of their natural magic.

HOLLOWING

Hollowings are the remnants of elementals that the ancient Fizzars transformed into elemental hearts. Unlike when a humanoid becomes a ghost, the undead forms of elementals are made up only of the physical aspects of their previous forms, with all their elemental power and spirit lost.

Hollowings' crumpled, hollow bodies appear fragile and somewhat resemble their living elemental forms of giant animals made from fire, earth, water, or wind. Inside these glass-like frames, remnants of what they once were swirl, forming angry tornadoes of ashes, dust, or mist.

A hollowing is incapable of thought and only acts out in violent self-defense, the final echo of an elemental's fight against the FIzzar who captured it. In the past, hollowing numbers were far higher, and those that remain haunt remote locations where the Fizzars once operated. Arcane and elemental energies attract their attention and inflame them.

ICE SQUID

Ice squids live in the frigid waters of the Bladesea and off the coasts of the islands that make up the Crystal Expanse. These massive, translucent creatures are rarely seen as they spend their entire lives in the deepest parts of the ocean. Some believe that ice squids are a myth told to scare sailors in their bunks. However, a few mostly believable incidents involving ice squids have occurred recently as more explorers head north. These encounters rarely end well as ice squids are highly aggressive when disturbed and are willing to eat anything they can get their tentacles on.

This statblock represents a single tentacle belonging to a much larger creature. The ice squid remains buried deep in the ocean floor, extending its tentacles out of the dirt to defend itself. It has yet to be confirmed how many tentacles an ice squid has but they tend to appear in groups of six to eight.

KAPPU

Kappus are large semi-aquatic rodents native to the Tanglewilds. Despite their stout bodies, they are incredibly nimble. These rodents use their thick furred tails to help propel themselves while swimming and keep balance while running at speed. They are gentle creatures that subsist on reeds, grasses, and tree bark. They are prized mounts in the marshy rainforests that make up most of the Tanglewilds.

Grimbee

GRIMBEE

TINY BEAST, TYPICALLY LAWFUL GOOD

Armor Class 13
Hit Points 10 (3d4 + 3)
Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	17 (+3)	10 (+0)	7 (-2)	14 (+2)	5 (-3)

Senses passive Perception 12
Languages understands Birdfolk and Auran but can't speak them
Challenge 1/4 (50 XP)

Familiar. The grimbee can serve another creature as a familiar, forming a magical bond with its willing companion. While the two are bonded, the companion can sense what the grimbee senses as long as they are within 1 mile of each other. At any time and for any reason, the grimbee can end its service as a familiar, ending the magical bond.

Familiar Spellcasting. The grimbee's spellcasting ability is Wisdom (spell save DC 12). When it casts a spell, its companion also gains the benefit of that spell. It can innately cast the following spells, requiring no components:

1/day each: *false life, speak with dead*

Actions

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage.

Risa Hulet

The friendly Kappu waits for its rider

Olivia Rea

HOLLOWING

MEDIUM UNDEAD, UNALIGNED

Armor Class 12
Hit Points 75 (10d8 + 30)
Speed 30 ft., burrow 60 ft. (earth hollowing only), fly 60 ft. (air hollowing only), swim 60 ft. (water hollowing only)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	3 (-4)	9 (-1)	3 (-4)

Saving Throws Dex +5, Wis +5
Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities blinded, charmed, exhaustion, frightened, petrified, poisoned, prone, stunned
Senses passive Perception 9
Languages —
Challenge 4 (1,100 XP)

Elementally Undead Fortitude. If damage reduces the hollowing to 0 hit points, it must make a Constitution saving throw with a DC of 3 + the damage taken, unless the damage is thunder or from a critical hit. On a success, the hollowing drops to 1 hit point instead.

Actions

Multiattack. The hollowing makes two slam attacks.

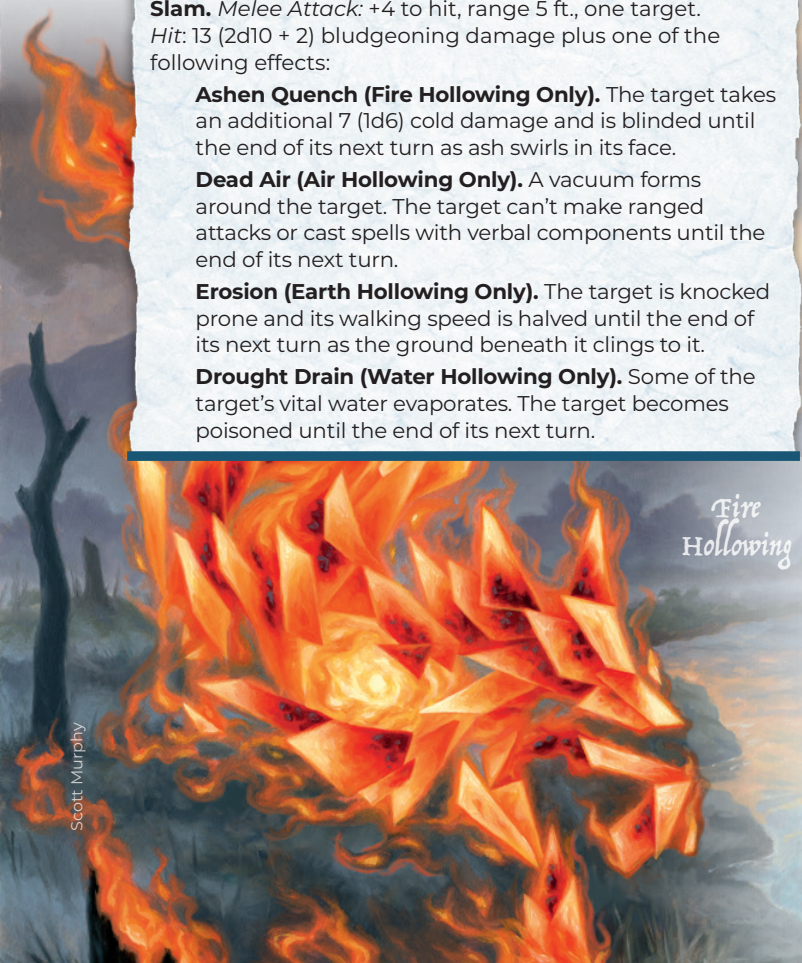
Slam. *Melee Attack:* +4 to hit, range 5 ft., one target. *Hit*: 13 (2d10 + 2) bludgeoning damage plus one of the following effects:

Ashen Quench (Fire Hollowing Only). The target takes an additional 7 (1d6) cold damage and is blinded until the end of its next turn as ash swirls in its face.

Dead Air (Air Hollowing Only). A vacuum forms around the target. The target can't make ranged attacks or cast spells with verbal components until the end of its next turn.

Erosion (Earth Hollowing Only). The target is knocked prone and its walking speed is halved until the end of its next turn as the ground beneath it clings to it.

Drought Drain (Water Hollowing Only). Some of the target's vital water evaporates. The target becomes poisoned until the end of its next turn.



ICE SQUID TENTACLE

LARGE MONSTROSITY, UNALIGNED

Armor Class 12
Hit Points 65 (10d10 + 10)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	6 (-2)	10 (+0)	3 (-4)

Skills Athletics +6, Perception +2
Damage Resistances cold
Condition Immunities prone
Senses Blindsight 10 ft., passive Perception 12
Languages —
Challenge 2 (450 XP)

Death Shattering. When a tentacle is reduced to 0 hit points, it explodes into shards of ice. Any creature within 20 feet of the tentacle when it explodes must make a DC 14 Dexterity saving throw, taking 10 (3d6) cold damage on a failed save, and half as much damage on a success..

Actions

Multiattack. The tentacle makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 3 (1d6) cold damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 3 (1d6) cold damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the tentacle can't constrict another target.

KAPPU

LARGE BEAST, UNALIGNED

Armor Class 11
Hit Points 13 (2d10 + 2)
Speed 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	12 (+1)	4 (-3)	10 (+0)	6 (-2)

Skills Perception +2
Senses passive Perception 12
Languages —
Challenge 1/4 (50 XP)

Friend to All. Creatures have disadvantage on the first attack they make against the kappu in combat.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Ice, rage and ambition

KLAYTHUSAR

MEDIUM UNDEAD, LAWFUL EVIL

Armor Class 15
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Con +6. Int +8, Wis +5
Skills Arcana +8, Deception +8, History +8, Perception +5
Damage Resistances fire
Damage Immunities cold
Condition Immunities charmed, frightened
Senses passive Perception 15
Languages Birdfolk, Eluran
Challenge 9 (5,000 XP)

Blizzard Barrier. Anyone who starts their turn within 5 feet of Klaythusar must succeed on a DC 14 Strength saving throw or be pushed 10 feet away from Klaythusar and knocked prone.

Legendary Resistance (3/Day). If Klaythusar fails a saving throw, it can choose to succeed instead.

Storm Rider. When Klaythusar is in extreme cold, stormy weather or near a large body of water, he has a fly speed of 50 feet.

Actions

Multiattack. Klay makes three Icy Reach attacks.

Icy Reach. *Melee or Ranged Spell Attack:* +8 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 20 (3d10 + 4) cold damage.

Frostburner. Each creature in a 20-foot radius centered on Klay must make a DC 16 Constitution saving throw. On a failed save, a creature takes 36 (8d8) cold damage and gains one level of the frostbitten condition. On a successful save, a creature takes half as much damage and does not gain a level of frostbitten.

Legendary Actions

Klaythusar can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Klaythusar regains spent legendary actions at the start of its turn.

Move. Klaythusar moves up to its speed without provoking opportunity attacks.

Icy Reach. Klaythusar makes an icy reach attack.

Glacial Halt (Costs 2 Actions). One creature within 30 feet that Klaythusar can see must succeed on a DC 18 Dexterity saving throw or take 9 (2d8) cold damage and be restrained. A restrained creature can use their action to make a DC 18 Strength (Athletics) check, ending the restrained condition.

Brendan Lancaster

KLAYTHUSAR

Klaythusar was a powerful eluran Fizzar who rose to power over 1500 years ago, driven by the need to lead Everden into a new technological age. In his hubris he built the Temple of Rime and Reason in Wesden's frozen north, in hopes of finding a way to trap the Aspect of Water in an elemental heart* and use it as the ultimate power source. Klaythusar's attempt to trap the aspect did not go as planned—he forced the Aspect of Water into the elemental heart, but not before the aspect could use the last of its power to freeze Klaythusar in a block of solid ice. The aspect's power emanated out from the Temple of Rime and Reason and across the north, transforming it into the barren Crystal Expanse.

In the millennia since, Klaythusar has remained frozen, contained within the icy halls of the temple. His body has been preserved by the ice, transforming him into the living dead, but his mind remains as sharp as ever. Waiting for his inevitable thaw, Klaythusar continues to plan how he will take dominion over Everden.

Klaythusar has the ability to spread his icy undeath to other creatures, turning them into frostburned, undead creatures so cold that they will do anything to feel warm.

KNIGHT OF KNOWHERE

The Knights of Knowhere are an order of paladins dedicated to protecting the ancient Fizzar technology buried within the Stormcrag Mountains. The Knights roam Everden, searching for information and artifacts that they believe should be secured in the great store deep within Knowhere, their fortress high in the mountains.

KNIGHT OF KNOWHERE

MEDIUM OR SMALL HUMANOID, ANY LAWFUL ALIGNMENT

Armor Class 18 (chainmail + shield)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	13 (+1)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Cha +4, Con +4
Skills Arcana +5, History +5, Investigation +3
Senses passive Perception 10
Languages Birdfolk and any two other languages
Challenge 3 (700 XP)

Spellcasting. The knight is a 3rd-level spellcaster. Their spellcasting ability is Charisma (spell save DC 12). The knight has the following paladin spells prepared:

1st level (3 slots): *command, detect magic, shield of faith*

Actions

Multiattack. The knight makes two melee attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Against the Unknown (Recharges after a Short or Long Rest). For 1 minute, the knight's attacks do an additional 3 (1d6) radiant damage to aberrations, fiends, undead and any creatures with the ability to cast spells. Additionally, for the duration of this effect, the first attack the knight makes against one of those creature types is made with advantage.

Reactions

Defender. When a creature the knight can see attacks a target within 5 feet of the knight, impose disadvantage on the attack roll. The knight must be wielding a shield to use this ability.

A knight of Knowhere seeks the truth

Scott Murphy

LUHZ KEHSH WARRIOR

The Luhz Kehsh, also known as the Sun's Claws, are highly trained warriors who serve the Luzos Regency. They are experts in weapons of all kinds, including their own claws. Luhz Kehsh warriors are organized into two groups: the Tlahl-Zhah (or Company of Claws) work together in squads to guard and protect the Regency, and the Khehfmurr (or Phase Watchers) work alone to eliminate threats in the shadows.

MAULRUS

Maulruses are some of Everden's giants, massive creatures deeply linked to the elemental rhythm of the world. They live in the icy north of the Crystal Expanse. Their mountainous bodies are strong and perfectly adapted to their icy home. Though their eyesight is poor, an array of needle-like whiskers gives maulruses a clear view of the world through touch, allowing them to hunt for their favorite shellfish in sea and lake beds. Large icicle-like tusks and their prodigious size are a maulrus's main defenses. Adult maulruses are highly territorial and will chase off creatures that they feel threatened by, even if they pose little threat to the mighty giant.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the maulrus can take a lair action to cause one of the following effects, but can't use the same effect two rounds in a row:

Breathing Room. The maulrus breaks a hole in the ice and dives down. It can then move up to its swim speed.

Ice Breaker. While swimming, the maulrus bashes through the surface of the ice with its hard head. Each creature in a 30-foot radius of the point where the maulrus emerges from must succeed on a DC 19 Dexterity saving throw or fall into the icy water, taking 7 (3d4) cold damage from the shock.

Shudder. The maulrus slams its flippers down, forming a 20-foot-radius area of difficult terrain centered on itself.

MEEKRAT

Meekrats are small antlered rodents that live in communal underground burrows on the plains of Firnveldt. They weave grass strands together using their antlers while feeding. Sightings of these woven grass strands are considered a good omen by trips on the Firnveldt. Meekrats are an important part of the ecosystem as they gobble up insects that would otherwise ravage the grasslands. Highly skittish, spotting a meekrat is considered very lucky, and befriending one is considered a true blessing.

A powerful Luhz Kehsh warrior

Ben Hill

LUHZ KEHSH WARRIOR

MEDIUM OR SMALL HUMANOID (ELURAN), ANY LAWFUL ALIGNMENT

Armor Class 14 (hide armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Str +5, Dex +4
Skills Athletics +5, Insight +4, Perception +4, Stealth +4
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 14
Languages Birdfolk, Eluran
Challenge 2 (450 XP)

Climbing Claws. The warrior has advantage on Athletics checks made to climb.

Eresutha's Blessing. While in dim light, the warrior's movements don't provoke opportunity attacks.

Pack Tactics. The warrior has advantage on an attack roll against a creature if at least one of the warrior's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The warrior makes two melee attacks. It can substitute one of its melee attacks for its Roar.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, or 9 (1d8 + 5) piercing damage if used with two hands to make a melee attack.

Roar (Recharges on a Short or Long Rest). The warrior unleashes a mighty roar. Each Large or smaller creature within 10 feet of it must succeed on a DC 13 Constitution saving throw or be knocked prone.

MAULRUS

HUGE GIANT, UNALIGNED

Armor Class 15 (natural armor)
Hit Points 112 (9d12 + 54)
Speed 30 ft. swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	6 (-2)	14 (+2)	12 (+1)

Saving Throws Con +11, Wis +5
Skills Athletics +11, Intimidation +5
Damage Resistances piercing and slashing from nonmagical attacks
Damage Immunities cold
Senses tremorsense 10 ft. passive Perception 12
Languages Maulrus, understands Aquan but can't speak it
Challenge 9 (5,000 XP)

Hold Breath. The maulrus can hold its breath for 30 minutes.

Ice Walk. The maulrus can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost the maulrus extra movement.

Legendary Resistance (2/Day). If the maulrus fails a saving throw, it can choose to succeed instead.

Siege Monster. The maulrus deals double damage to objects and structures.

Actions

Multiattack. The maulrus makes two attacks: one with its slam and one with its ice tusk.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (2d12 + 7) bludgeoning damage and the target is knocked prone. On a hit or a miss, every other creature within 10 feet of the target must succeed on a DC 19 Strength saving throw or be pushed back 15 and knocked prone.

Ice Tusk. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 4 (1d8) cold damage.

MEEKRAT

SMALL BEAST, UNALIGNED

Armor Class 11
Hit Points 21 (6d6)
Speed 25 ft., burrow 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	10 (+0)	5 (-3)	17 (+3)	5 (-3)

Skills Perception +5
Senses passive Perception 15
Languages —
Challenge 1/2 (100 XP)

Dust Kick. When the meekrat moves at least 20 feet on its turn, it can kick up a cloud of dust behind it. Each creature in or adjacent to a space the meekrat passes through must succeed on a DC 11 Constitution saving throw or become blinded until the end of its next turn.

Scamperer. The meekrat can pass through the spaces of creatures that are Small or larger.

Skittish. The meekrat can disengage and take the Dash action as a bonus action.

Actions

Antlers. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

NATU TUTULATU

A tilia who grew up in the Tanglewilds, Natu [she/her] was once Klaythusar's apprentice. She believed in his work and helped him set up the experiment that captured the Aspect of Water and caused the Shattering. She was transformed into a frostburned by the massive magical backlash. Natu remained frozen in the Crystal Expanse until a team of Fizzar investigators found her and brought her back to Halara. In the aggressive heat of the Tangkehraw volcano, she returned to her senses. Natu has lived in Tanglehraw's volcanic chamber ever since, unable to leave for fear of returning to her mindless frostburned state. Her immortality caused by her being frostbitten has been a burden and a blessing. Natu has had centuries to think about the ethics of Fizzars exploiting elementals and never wants to see those mistakes repeated. Though her existence is unknown to most folk, Natu has been an advisor to the Luzos Regents ever since she returned to Halara.

OREPHIDIANS

Orephidians are slender reptilian creatures with translucent skin. They live their whole lives in darkness, so they have no eyes but rely on other senses to navigate their subterranean world. Thanks to their acidic saliva, they can consume magical crystals and ores, which infuse their bodies with different types of elemental energy.

Corrupted Orephidian

The corrupted orephidian was once a normal lightning orephidian. It was corrupted after it accidentally swallowed the *cadence channeler** it found buried in the wall of the old mines where it lived. When the ancient Fizzar device activated, it boosted the orephidian's natural ability to absorb energy from crystals to abnormal levels. Forever altered, the corrupted orephidian is ravenously hungry for magical energy and acts far more violently than typical orephidian.

NATU

MEDIUM UNDEAD, LAWFUL GOOD

Armor Class 15 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	20 (+5)	18 (+4)	14 (+2)

Saving Throws Str +0, Con +0
Skills Arcana +7, History +10, Insight +6
Damage Resistances fire
Damage Immunities cold
Condition Immunities charmed, frightened
Senses passive Perception 14
Languages Birdfolk, Capran, Eluran, Hedge, Mapach, Tilian
Challenge 3 (2,300 XP)

Fizzar Wisdom. Natu can use any gadgeteer gadget, including ones she didn't make.

Heat Sink. If Natu leaves the volcanic chamber, she reverts to being a **frostburned*** after 1 minute and remains one until she returns to an area of extreme heat.

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Disposable Drone. Natu deploys an explosive drone to a location she can see within 60 feet of her. Each creature within 5 feet of the drone must make a DC 15 Constitution saving throw, taking 14 (4d6) force damage on a failed save, or half as much damage on a successful one.

Geothermal Heat Pump (Recharge 5–6). Natu activates a gadget that redistributes heat in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 18 (4d8) fire or cold damage on a failed save, or half as much damage on a successful one. Natu chooses the damage type when she uses this action.

Sticky Tongue. As an action, Natu extends her long sticky tongue toward an object she can see within 20 feet of her. Her sticky tongue latches onto the object and pulls it toward her. If Natu has free hands, she can immediately wield the object. Otherwise, the object drops at her feet. If the targeted object is being held or carried by a creature, that creature must succeed on a DC 12 Strength saving throw to maintain its grip on the object. If Natu targets an object that is too heavy to move, like a wall or a large rock, she is instead pulled toward the object, provoking opportunity attacks as normal.

Christina Kraus

Corrupted Orephidian

CORRUPTED OREPHIDIAN

LARGE MONSTROSITY, UNALIGNED

Armor Class 16 (natural armor)
Hit Points 105 (14d10 + 28)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	15 (+2)	3 (-4)	14 (+2)	6 (-2)

Skills Acrobatics +8

Damage Resistances acid, lightning

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages —

Challenge 9 (5,000 XP)

Amphibious. The orephidian can breathe air and water.

Galvanizing Aura. Any creature that starts its turn within 5 feet of the orephidian takes 4 (1d8) lightning damage, and the orephidian regains hit points equal to the damage taken.

Legendary Resistance (1/Day). If the orephidian fails a saving throw, it can choose to succeed instead.

Slender Form. The orephidian can move through any opening a Tiny creature could fit through.

Actions

Multiattack. The orephidian makes two bite attacks and uses its Wild Energy action.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) piercing damage plus 11 (2d10) acid damage.

Wild Energy. The orephidian uses one of the following actions at random:

1. **Binding Bolt.** The orephidian forces one creature within 60 feet of it to make a DC 16 Constitution saving throw. On a failure, it takes 9 (2d8) lightning damage and is restrained until the end of the orephidian's next turn.
2. **Lightning Blast.** The orephidian casts *lightning bolt* (DC 16 Dexterity saving throw).
3. **Overloaded Zap.** The orephidian discharges crackling electricity in a 30-foot-radius sphere. Underwater, this radius increases to 60 feet. Each creature in this area must make a DC 16 Dexterity saving throw, taking 18 (4d8) lightning damage on a failed save or half as much damage on a successful one.
4. **Voltaic Lure.** The orephidian forces up to three creatures within 30 feet of it to make a DC 14 Strength saving throw. On a failure, a creature is pulled up to 10 feet toward the orephidian. Creatures wearing metal armor have disadvantage on this saving throw.

Legendary Actions

The orephidian can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The orephidian regains spent legendary actions at the start of its turn.

Evasive Maneuver. The orephidian moves up to its speed. This movement doesn't provoke opportunity attacks.

Bite Attack (Costs 2 Actions). The orephidian makes a bite attack.

Wild Energy (Costs 2 Actions). The orephidian uses its Wild Energy action.

Marzena Piwowar

EARTH OREPHIDIAN

LARGE MONSTROSITY, UNALIGNED

Armor Class 17 (natural armor)
Hit Points 45 (7d10 + 7)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	13 (+1)	3 (-4)	15 (+2)	6 (-2)

Skills Acrobatics +5
Damage Resistances acid
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages —
Challenge 4 (1,100 XP)

Amphibious. The orephidian can breathe air and water.

Rock Tunneler. The orephidian can burrow through nonmagical, unworked earth and stone, leaving only a narrow tunnel in its wake.

Slender Form. The orephidian can move through any opening a Tiny creature can fit through.

Actions

Multiattack. The orephidian makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 5 (1d10) acid damage.

Acid Splash (Recharge 5–6). The orephidian shakes its body, sending gobs of acid flying in all directions. Each creature within 15 feet of the orephidian must make a DC 13 Dexterity saving throw, taking 11 (2d10) acid damage on a failure, or half as much damage on a success.

LIGHTNING OREPHIDIAN

LARGE MONSTROSITY, UNALIGNED

Armor Class 13
Hit Points 45 (7d10 + 7)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	3 (-4)	14 (+2)	6 (-2)

Skills Acrobatics +5
Damage Resistances acid, lightning
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages —
Challenge 3 (700 XP)

Amphibious. The orephidian can breathe air and water.

Slender Form. The orephidian can move through any opening a Tiny creature can fit through.

Actions

Multiattack. The orephidian makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) piercing damage plus 5 (1d10) acid damage.

Electric Zap (Recharge 5–6). The orephidian discharges crackling electricity in a 30-foot-radius sphere. Underwater, this radius increases to 60 feet. Each creature in this area must make a DC 14 Dexterity saving throw, taking 13 (3d8) lightning damage on a failed save or half as much damage on a successful one.

Earth Orephidian

Earth orephidians supplement their diet of live prey with mundane rocks. The consumption of stone makes them tougher than other orephidians. They are the most common type of orephidian, found anywhere with a large amount of hard stone. Any specialized form of orephidian will revert to an earth orephidian around a year after it stops eating elementally charged crystals or gems. Of the varieties, earth orephidians are most comfortable above ground. They often emerge from their tunnels to hunt, particularly under cover of darkness or on rainy nights.

Lightning Orephidian

Lightning orephidians are mostly found in the sea caves of the Flashcrest mountains in western Stormcrag. Their diet of naturally occurring lightning-infused crystals fills their bodies with electric energy. They complement their elemental diet with fish, slimes, and amphibians that live in their subterranean home, stunning prey with jolts of electricity. Though fearsome in appearance, lightning orephidians rarely attack humanoids due to their reclusive nature.

Radiant Orephidian

Radiant orephidians do not occur naturally. Only a young orephidian raised on a diet of gems infused with radiant energy will become a radiant orephidian. The difficult to train nature of orephidians and the expense of maintaining such a diet means that only the faa'sengs of the Tanglewilds have raised such creatures. These royal pets are seen as a symbol of the sun's blessing on the Luzoz Regency. They also act as a last line of defense for the regent. The radiant orephidian owned by Faa'seng Elisa is named Rreem, which means 'treasure' in Eluran.

RADIANT OREPHIDIAN

LARGE MONSTROSITY, LAWFUL NEUTRAL

Armor Class 14
Hit Points 184 (13d10 + 52)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	18 (+4)	6 (-2)	16 (+3)	8 (-1)

Skills Acrobatics +7

Damage Resistances acid, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities radiant

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13

Languages understands Eluran but can't speak

Challenge 6 (2,300 XP)

Amphibious. The orephidian can breathe air and water.

Radiant Aura. The orephidian emits bright light in a 10 foot radius. Creatures within this light regain an additional 4 (2d4) hit points when they regain hit points due to a spell, potion or other magical effect.

Slender Form. The orephidian can move through any opening a Tiny creature can fit through.

Actions

Multiattack. The orephidian makes two bite attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 11 (2d10) radiant damage.

Overwhelming Brilliance (Recharge 5–6). The orephidian emits a brilliant light in a 30-foot-radius sphere centered on itself. Each creature in this area must make a DC 15 Dexterity saving throw, taking 22 (5d8) radiant damage on a failed save and becoming blinded for 1 minute or half as much damage and not becoming blinded on a successful one. A blinded creature can repeat this saving throw at the end of each of its turns, ending the effect on success.

ORLO

Orlo [he/him] is a squire of the Knights of Knowhere, apprenticing under Ser Coroja to learn the ways of the order. Orlo is thoughtful and levelheaded, believing the Knights of Knowhere to be a little stuck in the past, though he has too much respect for Coroja and the order to speak his opinions.

Andrea Sipl

ORLO

HUMANOID (MUSTEL), LAWFUL GOOD

Armor Class 17 (studded leather + shield)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	11 (+0)	14 (+2)	14 (+2)

Skills Acrobatics +5, History +2, Performance +4

Senses passive Perception 12

Languages Birdfolk, Mustelese

Challenge 2 (450 XP)

Distracting Dance (1/Short or Long Rest). As a bonus action, Orlo can make a Charisma (Performance) check against a creature within 5 feet of him, contested by the target's Wisdom (Insight) check. If he succeeds, the target has disadvantage on the next attack roll or ability check it makes against Orlo before the end of his next turn.

Actions

Multiattack. Orlo makes two shortsword attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Reactions

Defender. When a creature Orlo can see attacks a target within 5 feet of him, impose disadvantage on the attack roll. Orlo must be wielding a shield to use this ability.

POLA WRAN

Pola Wran [he/him] was a cervan Fizzar who was obsessed with finding new ways to connect to nature. His obsession consumed him as Pola found a way to permanently merge with the Tanglewilds jungle. Now, Pola lives as one with the Temple of Braided Vines, trapped between the logic of his mind and the chaos of the wilderness.

SENTIENT BARK ARMOR

The sentient bark armor was constructed by the Fizzars of the Moonglow Sanctum, partly for defense and partly just to see if they could. Infused with elemental energy and powered by a lesser elemental heart*, the armor could operate on its own or be controlled by an operator. Training to use the armor takes time, and more than once an inexperienced Fizzar got trapped inside of it.

Nine Simpson

POLA WRAN

LARGE PLANT, NEUTRAL EVIL

Armor Class 16 (natural armor)
Hit Points 105 (14d10 + 28)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+5)	14 (+2)	14 (+2)	18 (+4)	12 (+1)	11 (+0)

Skills Athletics +7, Nature +7, Perception +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses passive Perception 14
Languages Birdfolk, Cervan
Challenge 8 (3,900 XP)

Multiattack. Pola makes two attacks with his Vine Strike. He can replace either attack with one use of Vine Grab.

Vine Strike. *Melee Weapon Attack:* +7 to hit, reach 20 ft., one target. *Hit*: 13 (2d8 + 4) bludgeoning damage plus 14 (4d6) poison damage.

Vine Grab. One creature within 30 feet of Pola must succeed on a DC 15 Dexterity saving throw or take 11 (2d6 + 4) bludgeoning damage and be restrained until the end of its next turn.you

Spore Cloud Burst (Recharge 5-6). Every creature within 20 feet of Pola must make a DC 14 Constitution saving throw. On a failure, a creature takes 16 (3d10) poison damage, or half as much on a success.

Legendary Actions

Pola Wran can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Pola Wran regains spent legendary actions at the start of their turn.

Vines. Pola makes one Vine Strike attack.

Gather Spores (Costs 2 Actions). Pola's Spore Cloud Burst action recharges if it isn't already recharged.

SENTIENT BARK ARMOR

LARGE CONSTRUCT, UNALIGNED

Armor Class 14 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses tremorsense 50 ft., passive Perception 9
Languages —
Challenge 9 (5,000 XP)

Immutable Form. The sentient bark armor is immune to any spell or effect that would alter its form.

Magic Resistance. The sentient bark armor has advantage on saving throws against spells and other magical effects.

Magic Weapons. The sentient bark armor's weapon attacks are magical.

Actions

Multiattack. The sentient bark armor makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Reactions

Spell Absorber (Recharge 5-6). When the sentient bark armor is targeted by a spell, the spellcaster must succeed on a DC 15 check using their spellcasting modifier or the armor absorbs the magic of the spell and the spell fails. The spell slot is still expended. The sentient bark armor recovers 5 (1d10) for each level of the absorbed spell.

SHINE

Shine is an explorer and amateur archaeologist, traveling Wesden seeking out ancient Fizzar technology and teaching herself how to use it. Her liberal use of Fizzar technology can cause her to butt heads with folks that would rather see those devices left dormant.

SHINE

HUMANOID (SEETA), CHAOTIC GOOD

Armor Class 13 (leather armor)
Hit Points 72 (16d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	16 (+3)	13 (+1)	14 (+2)

Saving Throws Dex +4, Int +5
Skills Arcana +5, Investigation +5, Sleight of Hand +4
Senses passive Perception 13
Languages Birdfolk, Eluran, can understand Auran but can't speak it
Challenge 3 (700 XP)

Wing Flap. As a bonus action, Shine can propel herself upward 15 feet.

Actions

Multiattack. Shine makes two attacks with Beak and uses Mind Boggler Field if able.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Mind Boggler Field (Recharge 5-6). All creatures within 30 feet of Shine must succeed on a DC 13 Dexterity saving throw or take 14 (2d10 + 3) psychic damage and be stunned until the start of Shine's next turn. On a successful save the target takes half as much damage and is not stunned.

Shine, sneaky gadgeteer

Chris Seaman

SLUSHY SLIME

SMALL OOZE, UNALIGNED

Armor Class 13 (natural armor)
Hit Points 58 (13d6 + 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	12 (+1)	2 (-4)	4 (-3)	2 (-4)

Damage Immunities cold
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses passive Perception 7
Languages —
Challenge 1/2 (100 XP)

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing.

Actions

Icy Glom. The slime attempts to freeze itself to a creature within 5 feet of it. The target must succeed on a DC 11 Dexterity saving throw or become grappled by the slime (escape DC 11). While grappled in this way, a creature takes 2 (1d4) cold damage at the start of each of its turns.

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage plus 2 (1d4) cold damage.

FIZZAR SLIME

MEDIUM OOZE, UNALIGNED

Armor Class 8
Hit Points 32 (5d8 + 10)
Speed 10 ft., climb 10 ft..

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	15 (+2)	5 (-3)	6 (-2)	16 (+3)

Damage Resistances acid, psychic; bludgeoning from nonmagical attacks
Damage Immunities lightning, slashing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 1 (200 XP)

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The slime can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Limited Telepathy. The slime can detect the thoughts of creatures within 60 feet of it, though it can't communicate with them. The slime can relay any thoughts it detects to a creature touching it for as long as that creature remains in contact with the slime. If the slime has split, the slimes that arise from it maintain a psychic link and transmit the thoughts they detect between themselves as long as they are on the same plane of existence.

Resonance. When a slime is subjected to psychic or bludgeoning damage, each creature within 5 feet of the slime must succeed on a DC 13 Wisdom saving throw or take 4 (1d8) psychic damage.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage plus 4 (1d8) psychic damage.

Reactions

Split. When a slime that is Medium or larger is subjected to lightning or slashing damage, it splits into two new slimes if it has at least 10 hit points. Each new slime has hit points equal to half the original slime's, rounded down. New slimes are one size smaller than the original slime.

SLIMES

Slushy Slime

Any slime can become a slushy slime when exposed to cold or elemental ice magic. Their oozy bodies are filled with ice crystals that make them particularly resilient. Slushy slimes are attracted to heat.

Fizzar Slime

The leftover creations of an order of ancient artificers called Fizzars, these slimes possess limited telepathic ability and can transmit the thoughts they detect to those who come into contact with them. This ability was amplified by Fizzars of old to transmit their thoughts to one another over great distances.

STONEHOOF OFFICIAL

Stonehoof officials work as commanding officers in the Firnveldt's Velden Guard and bureaucrats in the Stonehoof Protectorate. They are expected to be as efficient handling paperwork with their pens and as they are enforcing the laws of the protectorate with their warhammers.

STONEHOOF OFFICIAL

MEDIUM HUMANOID (ANY RACE), TYPICALLY LAWFUL

Armor Class 17 (splint)
Hit Points 75 (10d8+30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	14 (+2)	14 (+2)	14 (+2)

Saving Throws Str +5, Wis +4, Cha +4
Skills Athletics +5, History +4, Intimidation +4, Perception +4
Senses passive Perception 14
Languages Birdfolk, Capran
Challenge 4 (1,100 XP)

Stubbornly Dedicated. The official has advantage on saving throws against being charmed or frightened.

Actions

Multiattack. The official makes two melee attacks.

Hard Headed. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. If the official moves at least 20 feet before hitting with this attack, the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands.

Reactions

Strength of the Herd. When one of the official's allies misses with an attack, the official can use their reaction to command them to try again. The ally can immediately reroll the attack with advantage and must use the new result.

SWARM OF TANGLEWASPS

These wasps, unique to the rainforests of the Tanglewilds, build their nests out of mud, which they harden by sucking out the moisture with their highly-absorbent tongues. They then apply a coating of their saliva to the structure, which acts as a kind of lacquer, waterproofing the dried nest. Once made, they allow their nests to sink into the wet mud of the earth, camouflaging them from insectivores that feed on their larvae. Any creature that steps on one of these buried hives triggers a swarm defense that can be fatal.

Tanglewasp Lairs. A tanglewasp swarm congregates around a nest, which is a 1-foot sphere made of hardened mud that occupies a 5-foot space. The nest is naturally camouflaged in the soft mud the swarm used to build it. A successful DC 17 Wisdom (Perception) check is required to spot a nest. If stepped on, the target must make a DC 14 Strength saving throw or be grappled by the swarm (escape DC 14). Until this grapple ends, the target takes 5 (2d4) poison damage at the start of each of its turns. A swarm can only grapple one target at a time. Another creature within reach of the tanglewasps' nest can use its action to attempt to end the grapple on a target by succeeding on a Strength (Athletics) check against the escape DC.

circling tanglewasps

SWARM OF TANGLEWASPS

MEDIUM SWARM OF TINY BEASTS, UNALIGNED

Armor Class 11
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-2)

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses Blindsight 10 ft., passive Perception 8
Languages —
Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Stings. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) poison damage, or 5 (2d4) poison damage if the swarm has half of its hit points or fewer.

Julia Metzger

SWEETBEE

Sweetbees are insects that nest aboveground. The folk of Firnveldt have many traditions surrounding these gentle creatures, which they keep for their honey and wax. Sweetbees are considered sacred by the priests of the Honeyhearth Monastery in Rimewood. It is thought that sweetbees can carry certain messages from the living to their dead ancestors. While most sweetbees live in colonies, some are solitary and can be kept as familiars by those who earn their trust. Firnveldt sweetbees are red with black stripes, while the Stormcrag grimbees are black with red stripes. However, few folk can tell the difference at first glance.

TILIA TREEWARDEN

Treewardens are protectors of the Tanglewilds who specialize in helping lost adventurers and guarding guide outposts. They often travel in teams.

TYTHRAN

Tythrans are large reptiles that hunt in groups of two or three. Their scales are striped, helping them to blend into the dappled shadows of their jungle homes. They use tactics and strategy to overpower prey, and their exceptionally keen noses allow them to hunt down fleeing creatures they have wounded with their venom. Tythran packs are made up of siblings from the same clutch of eggs who stay together throughout their lives.

A tilia treewarden on patrol

A sweet little sweetbee

Risa Hulett

SWEETBEE

TINY BEAST, TYPICALLY LAWFUL GOOD

Armor Class 13
Hit Points 10 (3d4 + 3)
Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	17 (+3)	10 (+0)	7 (-2)	14 (+2)	5 (-3)

Senses passive Perception 12
Languages understands Birdfolk and Auran but can't speak them
Challenge 1/4 (50 XP)

Familiar. The sweetbee can serve another creature as a familiar, forming a magical bond with its willing companion. While the two are bonded, the companion can sense what the sweetbee senses as long as they are within 1 mile of each other. At any time and for any reason, the sweetbee can end its service as a familiar, ending the magical bond.

Familiar Spellcasting. The sweetbee's spellcasting ability is Wisdom (spell save DC 12). When it casts a spell, its companion also gains the benefit of that spell. It can innately cast the following spells, requiring no components:

1/day each: *augury, locate animals or plants*

Actions

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage.

Olivia Rea

TILIA TREEWARDEN

MEDIUM HUMANOID (TILIA), ANY NEUTRAL ALIGNMENT

Armor Class 13 (leather armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	9 (-1)	12 (+1)	12 (+1)

Skills Perception +3, Intimidation +3, Survival +5
Senses passive Perception 13
Languages Birdfolk, Tilian
Challenge 1/2 (100 XP)

Pack Tactics. The treedwarden has advantage on an attack roll against a creature if at least one of the treewarden's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sticky Grip. The treewarden's hands and feet have special pads that allow them to climb in extraordinary ways. They can climb upside down or on difficult surfaces without making a check.

Actions

Multiattack. The treewarden makes two attacks with its scimitar. They can forego one of these attacks to use their Sticky Tongue.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Sticky Tongue. As an action, the treewarden extends their long sticky tongue toward an object they can see within 20 feet of them. Their sticky tongue latches onto the object and pulls it toward them. If the treewarden has free hands, they can immediately wield the object; otherwise, the object drops at the treewarden's feet. If the targeted object is being held or carried by a creature, that creature must succeed on a DC 12 Strength saving throw to maintain its grip on the object. If the treewarden targets an object that is too heavy to move, like a wall or a large rock, they are instead pulled toward the object, provoking opportunity attacks as normal.

TYTHRAN

LARGE MONSTROSITY, UNALIGNED

Armor Class 15 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	5 (-3)	13 (+1)	7 (-2)

Saving Throws Dex +4, Con +4
Skills Perception +3, Stealth +6
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 3 (700 XP)

Keen Smell. The tythran has advantage on Wisdom (Perception) checks that rely on smell.

Prey on the Weak. The tythran has advantage on attacks against creatures that are poisoned.

Actions

Multiattack. The tythran makes two attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 2 (1d4) poison damage, and if the target is a creature, it must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

A roaring Tythran

Josiah Cameron

WINDWATCHER

LARGE MONSTROSITY, TYPICALLY CHAOTIC NEUTRAL

Armor Class 16 (14 when blinded)
Hit Points 71 (11d10 + 11)
Speed 20 ft., climb 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	12 (+1)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Dex +6, Wis +5
Skills Acrobatics +6, Perception +7, Intimidation +2
Senses darkvision 120 ft., truesight 60 ft., passive Perception 17
Languages Windwatcher, understands Auran, Birdfolk, and Eluran but can't speak them
Challenge 3 (700 XP)

Eyes for Weakness. The windwatcher can use a bonus action to make a Wisdom (Perception) check against a creature it can see contested by the target's Charisma (Deception). If the windwatcher succeeds, it has advantage on attacks against this target and deals an extra 5 (2d4) piercing damage on a hit for 1 minute or until it uses this ability against another creature.

Nine Eyes. The windwatcher has advantage on Wisdom (Perception) checks that rely on sight, and on saving throws made to resist being blinded. While it can see, the windwatcher can't be surprised and has a +2 bonus to its armor class (already included in its AC).

Actions

Multiattack. The windwatcher makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Wing Beat. The windwatcher beats its wings, creating a powerful gust of air. Each creature within 10 feet of the windwatcher must succeed on a DC 14 Strength saving throw or be pushed 15 feet away from the windwatcher, landing prone.

Weird Gaze (Recharge 5–6). The windwatcher unfurls its frilled collar in a dazing display. Creatures within a 30-foot cone must make a DC 13 Intelligence saving throw, taking 18 (4d8) psychic damage on a failed save, or half as much on a successful one. A creature that fails its saving throw by 5 or more is stunned until the end of its next turn.

ZAYA

MEDIUM HUMANOID (MOON ELURAN), LAWFUL GOOD

Armor Class 16 (studded leather armor, ring of protection)
Hit Points 88 (16d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	16 (+3)	14 (+2)	14 (+2)

Saving Throws Dex +5, Int +3
Skills History +5, Nature +5
Senses darkvision 60 ft., passive Perception #
Languages Birdfolk, Eluran, Tilian
Challenge 3 (700 XP)

Special Equipment. Zaya carries a resonant journal* paired with the one held by Professor Ostri and wears a ring of protection.

Graceful Landing. When Zaya falls, she does not land prone unless she is incapacitated, and she ignores the first 20 feet of falling damage.

Study Buddy. When Zaya helps another creature with an Intelligence check, the creature makes the check with advantage and adds 1d6 to the result.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Distraction. Zaya targets a creature within 30 feet of her, distracting it with a shout, thrown object, or other method. The target must succeed on a DC 13 Intelligence saving throw or the next attack against it before the start of Zaya's next turn by a creature other than Zaya is made with advantage.

Soothing Purr (3/Day). Zaya touches a creature or herself and produces a comforting purr. The target regains 5 (2d4) hit points.

WINDWATCHER

Like many creatures in Everden, the windwatchers are element-touched. These winged drakes are imbued with the spirit of air, which allows them to fly. Windwatchers have neck frills that can be unfurled in an intimidating display. They have nine eyes: five on their frilled collar, two facing forward on their head, one on the top of their head, and one under their chin. In addition to providing them with an all-around field of vision, windwatchers' eyes are magical and enable them to perceive things that other creatures cannot. Windwatchers live in southern Stormcrag and the eastern areas of the Tanglewilds. Friendly windwatchers allow smaller creatures to ride them and provide the fastest way to travel in the mountains.

ZAYA HREST

Zaya [she/her] is a young moon eluran researcher from the University of Axxin in the Tanglewilds. She has light gray fur with spots like a clouded leopard. Zaya has a warm relationship with her mentor Professor Ostri, and she aspires to follow in his footsteps in uncovering the mysteries of the ancient Fizzars. Blessed with endless curiosity, Zaya is willing to to turn her paw to any task, whether it be delving into library research or digging through an ancient midden. Despite her inexperience in the field, she is brave and eager to learn. Her inquisitive nature and nativity can get her into trouble. Though she knows how to use her claws to defend herself, Zaya is not confident in combat, preferring to hang back and assist where she can by distracting enemies so that more skilled adventurers can take care of their opponents.

Appendix B: Creating NPCs

To adjust an existing NPC or build one from scratch for your own Everden adventures using the ancestries in ***Humblewood: Beyond the Canopy***, follow these steps. While many NPC traits are the same as player character traits, some have been simplified to make them easier for GMs to use. If an added feature does not make sense for the new NPC, you can swap it out or remove it.

LANGUAGES
All birdfolk know the Birdfolk language. They can also understand Auran, the elemental language of air, but they have no innate ability to speak it. Many non-birdfolk NPCs also speak Birdfolk, as it is a global language in Everden. If an NPC typically speaks Common, replace it with Birdfolk.

SPECIES & LINEAGES

The following species and their lineages are listed in alphabetical order.

Capran

Deeply principled and stubborn, caprans excel as fighters, monks, herders, and mountain guides. Above all, caprans follow their own paths and thus can be found in varied professions.

Make the following adjustments to the NPC's stat block:

- ***Ability Modifiers.*** Add +2 to the NPC's Constitution score.
- ***Size.*** Caprans are Medium.
- ***Hard Headed.*** Caprans have tough skulls or horns that enable them to make natural headbutt attacks. Their Hard Headed attack deals 1d6 bludgeoning damage. Use the NPC's Strength bonus for the attack and damage roll. If a capran moves at least 20 feet before hitting with this attack, the target must succeed on a Strength saving throw or be knocked prone. The DC equals 8 + NPC's Strength modifier + their proficiency bonus.
- ***Languages.*** Caprans speak Birdfolk and Capran. They can also understand Cervan but can't speak it.

Then, add abilities from one of the following capran lineages:

Tethera

- ***Flock In (3/Day).*** When tethera caprans use the Help action and the check or attack they are helping with fails, the creature attempting the check can reroll if the tethera capran is within 5 feet. The creature must use the new result.

Yantan

- ***Sure Footing.*** Nonmagical difficult terrain doesn't cost yatan caprans extra movement. They have advantage on Strength and Dexterity checks and saving throws made to climb, maintain their balance or avoid falling prone.

Eluran

Elurans blend elegance and refinement with a deep connection to their origins as predators. Their mastery of complex social rules leads many to excel in politics.

Make the following adjustments to the NPC's stat block:

- ***Ability Modifiers.*** Add +1 to the NPC's Dexterity score.
- ***Size.*** Elurans are Medium or Small.
- ***Claws.*** Elurans have sharp claws that enable them to make natural claw attacks. Their claw attack deals 1d6 slashing damage and can be calculated using either the creature's Dexterity or Strength score for the purposes of determining the attack roll and damage bonus.
- Darkvision. Elurans have darkvision with a range of 60 feet.
- ***Graceful Landing.*** When an eluran falls, they do not land prone unless they are incapacitated, and they ignore the first 20 feet of falling damage.
- ***Languages.*** Elurans speak Birdfolk and Eluran.

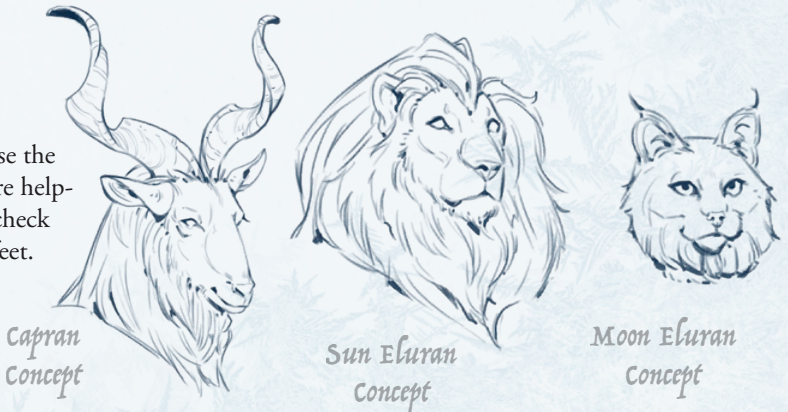
Then, add abilities from one of the following eluran lineages:

Moon Eluran

- ***Ability Modifiers.*** Add +1 to the NPC's Wisdom score.
- ***Healing Purr (1/Day).*** As an action, the eluran touches a creature or themself and produces a comforting purr. The target regains 5 (2d4) hit points.

Sun Eluran

- ***Ability Modifiers.*** Add +1 to the NPC's Strength score.
- ***Thunderous Roar (1/Day).*** As an action, a sun eluran can unleash a roar. Each Large or smaller creature within 10 feet of them must succeed on a Constitution saving throw or be knocked prone. The DC equals 8 + NPC's Strength modifier + their proficiency bonus.



Capran Concept

Sun Eluran Concept

Moon Eluran Concept

Christina Kraus

Hedge, Arma

Well protected by their study plates, arma hedges thrive as protective fighters. Their deep spiritual connection to rocks and stones often leads them to spiritual pursuits.

Make the following adjustments to the NPC's stat block:

- ***Ability Modifiers.*** Add +1 to the NPC's Constitution score and +1 to their Wisdom score.
- ***Size.*** Arma hedges are Medium or Small.
- ***Speed.*** Arma hedges have a base walking speed of 25 feet and a burrow speed of 15 feet.
- ***Natural Armor.*** Arma hedges have an AC of 17 while not wearing armor. They can benefit from shields.
- ***Plate Wall.*** As an action, an arma hedge can curl up to protect themself with its armor plates. Until the start of its next turn, their speed is 0, and they have resistance to all damage except psychic damage.
- ***Languages.*** Arma hedges speak Birdfolk and Hedge. They can also communicate simple ideas telepathically with rocks, crystals, and minerals.

Jerbeen, Rockburrow

Brave and fluffy folk, rockburrow jerbeens are prepared for anything. Though they value living in close-knit communities, many adventurous rockburrow jerbeens also find work as traders and wilderness guides.

Make the following adjustments to the NPC's stat block:

- ***Ability Modifiers.*** Add +1 to the NPC's Constitution score and +1 to their Wisdom score.
- ***Size.*** Rockburrow jerbeens are Small.
- ***Cheek Pouches.*** Rockburrow jerbeens' cheeks can fit objects no larger than 10 inches on a side and weighing up to 2 pounds. While stored in this way, objects are concealed and have total cover. Rockburrow jerbeens can stow or retrieve objects in their cheeks as a bonus action.
- ***Fluff Up.*** As a bonus action, rockburrow jerbeens can give themselves advantage on Intimidation checks against Medium or Large creatures.
- ***Nimbleness.*** Rockburrow jerbeens can move through the space of any creature that is of a size larger than theirs.
- ***Team Tactics.*** Rockburrow jerbeens can take the Help action as a bonus action.
- ***Thick Fur.*** Rockburrow jerbeens have resistance to nonmagical bludgeoning damage.
- ***Languages.*** Rockburrow jerbeens speak Birdfolk and Jerbeen.

Mustel

Enigmatic and independent, mustels are at home at the world's edges. Many brightfangs are drawn to the life of a ranger or druid, while longdances use their grace as performers or mystics.

Make the following adjustments to the NPC's stat block:

- ***Ability Modifiers.*** Add +1 to the NPC's Charisma score.
- ***Bite.*** Mustels have strong jaws that enable them to make natural bite attacks. Their Bite attack deals 1d6 piercing damage and can be calculated using either the creature's Dexterity or Strength score for the purposes of determining the attack roll and damage bonus.
- ***Keen Smell.*** Mustels have advantage on Wisdom (Perception) checks that rely on smell.
- ***Languages.*** Mustels speak Birdfolk and Mustel.

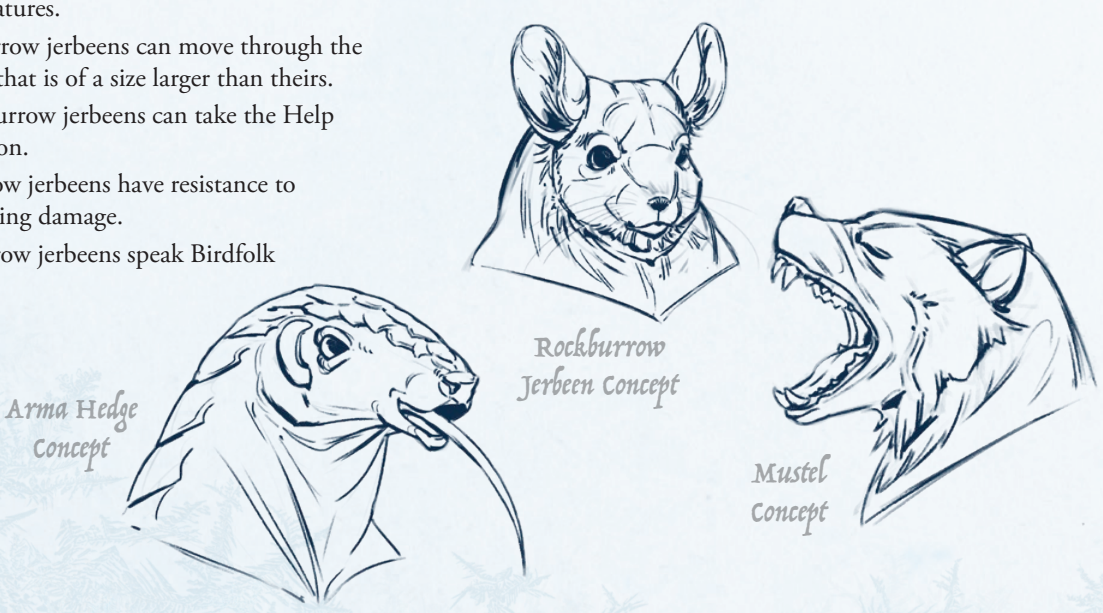
Then, add abilities from one of the following mustel lineages:

Brightfang

- ***Ability Modifiers.*** Add +1 to the NPC's Strength score.
- ***Size.*** Brightfang mustels are Medium.
- ***Bigger Bite.*** Brightfang mustels' natural Bite attack deals 1d8 damage instead of 1d6 piercing damage. If the NPC has the Multiattack action, this applies to their Bite attack.
- ***Scrappy (1/Day).*** When the brightfang mustel takes damage due to failing a saving throw or being hit by an attack, they can reduce the damage they take by half (no action required).

Longdance

- ***Ability Modifiers.*** Add +1 to the NPC's Dexterity score.
- ***Size.*** Longdance mustels are Medium or Small.
- ***Speed.*** Longdance mustels' base walking speed is 35 feet.
- ***Camouflage Fur.*** Longdance mustels have advantage on Stealth checks.
- ***Slippery Dancer.*** Longdance mustels have advantage on Dexterity saving throws against magic.

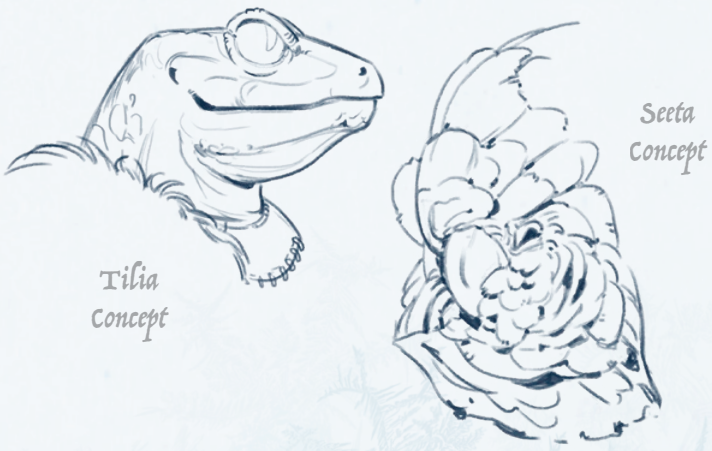


Seeta

Seeta's minds are as sharp as their plumage is striking. These birdfolks' impressive beaks lead some to careers as fighters, while others prefer scholarly pursuits as researchers, translators, or mages.

Make the following adjustments to the NPC's stat block:

- ***Ability Modifiers.*** Add +1 to the NPC's Strength score and +1 to their Intelligence score.
- ***Size.*** Seeta are Medium or Small.
- ***Glide.*** Using their feathered arms, seetas can slow their fall and glide short distances. When falling, seetas can use their reaction to spread their arms, stiffen their wing feathers, and slow their descent. While doing so, seetas continue to fall gently at a speed of 60 feet per round, taking no fall damage when they land. If a seeta would fall at least 10 feet in this way, they may fly up to their movement speed in any direction they choose, although they can't choose to move upwards, landing in the space they finish their movement. They can't glide while carrying heavy weapons or wielding a shield. They can drop any held items as part of their reaction to spread their arms. They can't glide while wearing heavy armor or if they are encumbered.
- ***Wing Flap.*** As a bonus action, seetas can use their powerful feathered arms to propel themselves upward a distance equal to half their movement speed. They can use their Wing Flap with a regular jump, but not while gliding.
- ***Strong Beak.*** Seetas' large, curved beaks are natural weapons that they can use to make unarmed strikes. On a hit, a seeta deals piercing damage equal to 1d6 + their Strength modifier instead of the bludgeoning damage normal for an unarmed strike.
- ***Mimicry.*** Seetas have the innate ability to alter their voice, allowing them to convincingly replicate any sound they've heard, such as another voice, a spell being cast, or the sound of a weapon striking stone. A creature that hears the sounds can tell that they are imitations with a successful Wisdom (Insight) check. The DC for this check equals 8 + the seeta's proficiency bonus + their Intelligence modifier (minimum of 1).
- ***Languages.*** Seeta can speak Birdfolk, Eluran, and Tilian. They can also understand Auran but can't speak it.



Christina Kraus

Sylph

Tiny, feisty birdfolk with wanderlust in their hearts, sylphs are filled with energy and verve. Their love of travel leads many to careers as merchants, roaming bards, and explorers.

Make the following adjustments to the base creature's stat block:

- ***Ability Modifiers.*** Add +2 to the NPC's Dexterity score.
- ***Size.*** Sylph are Small.
- ***Speed.*** Sylphs' base walking speed is 35 feet.
- ***Hover.*** Sylphs can hold themselves steady in the air for brief periods. When falling, sylphs can use their reaction to halt their descent and begin to hover in place. On subsequent turns, they must use a bonus action to continue hovering. When they stop hovering, they begin to glide straight down at a rate of 30 feet per round and don't take any damage from the fall or land prone. Sylphs can't hover while wearing heavy armor or if they are encumbered.
- ***Quick Reflexes (1/Short or Long Rest).*** Sylphs can take an extra reaction.
- ***Wing Flap.*** As a bonus action, sylphs can use their feathered arms to propel themselves upward a distance equal to half their speed.
- ***Languages.*** Sylphs can speak Birdfolk and Eluran. They can also understand Auran but can't speak it.

Tilia

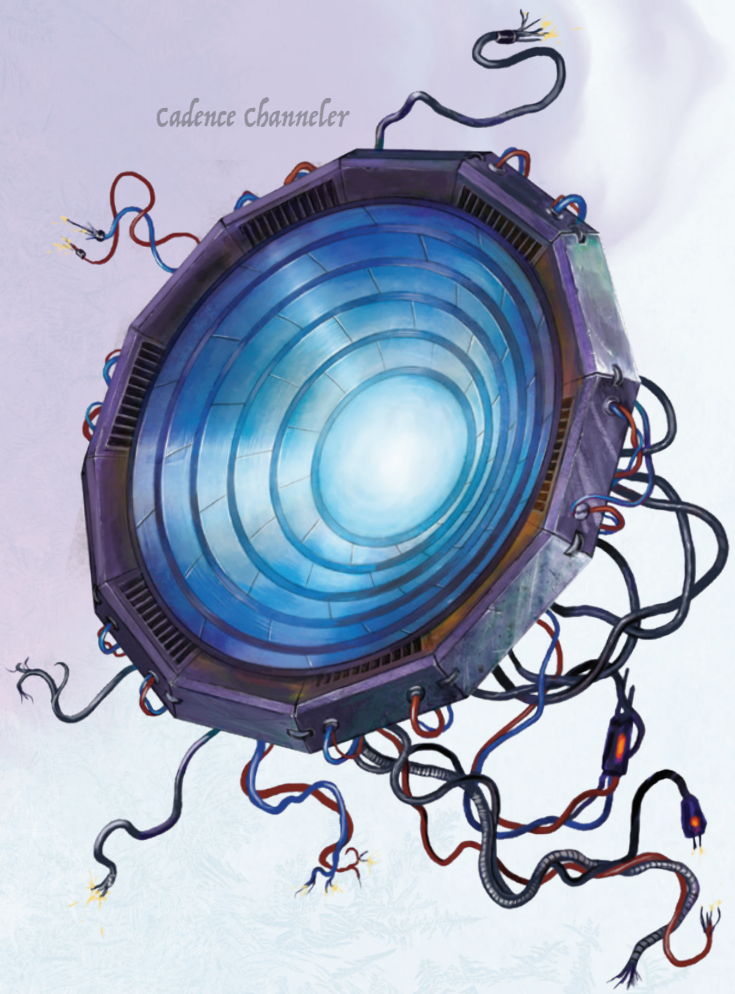
Tilia are reptilian folk renowned for their enigmatic and enthusiastic personalities. They have a strong tradition of alchemy but also excel in politics, trade, and entertainment.

Make the following adjustments to the NPC's stat block:

- ***Ability Modifiers.*** Add +1 to the NPC's Charisma score and +1 to their Dexterity score.
- ***Size.*** Tilias are Medium or Small.
- ***Speed.*** Tilias' base walking speed is 30 feet, and they have a climbing speed of 30 feet.
- ***Scaly Skin.*** Tilias have resistance to acid and poison damage.
- ***Scaly Subtlety.*** Other non-tilia humanoids have disadvantage on Insight checks made against tilias.
- ***Sticky Grip.*** Tilias can climb upside down or on difficult surfaces without making ability checks.
- ***Sticky Tongue.*** Tilias' long, sticky tongues can be used to grab distant objects. As a bonus action, a tilia can extend their tongue toward an object weighing 20 pounds or less that they can see within 20 feet of them. The tongue grabs the object and pulls it to the tilia in a straight line. They can catch the object if they have a free hand. Otherwise, it lands at their feet. If the object is being held or carried by a creature, the creature can maintain its hold on the object by succeeding on an opposed Strength (Athletics) check against the tilia.
- ***Languages.*** Tilias can speak Birdfolk, Eluran, and Tilian.

Appendix C: Magic Items

Amulet of Ostelo



Cadence Channeler

New magic items are presented in alphabetical order.

AMULET OF OSTELO

Wondrous item, uncommon (requires attunement)

This amulet is carved from green quartz and shaped like a sylph's skull. While you are wearing the amulet, you can touch the skull of a dead creature and commune with its spirit to draw on knowledge it had in life. Choose one skill that you lack proficiency in that the dead creature had proficiency in when alive, at the GM's discretion. You gain proficiency in the chosen skill for one hour.

CADENCE CHANNELER

Wondrous item, very rare (requires attunement)

This glowing metallic disc is designed to be worn on the chest. The Fizzars created it to allow anyone to cast sorcerer spells by absorbing the natural magic of the world.

Spells. When you first attune to the *cadence channeler** choose three 1st-level spells, two 2nd-level spells, and one 3rd-level spell from the sorcerer spell list. While wearing the *cadence channeler**, you can cast each of these spells once per day without material components. You must have been attuned to the *cadence channeler** for at least 24 hours to cast these spells. Use either your Constitution or Charisma as your spellcasting ability for these spells.

Sorcerers. If you are a sorcerer, you gain an additional benefit. While wearing the *cadence channeler**, you can regain 1d4 sorcery points when you take a short rest. Once you have used this feature, you can't use it again until you finish a long rest.

Magic Draining. The *cadence channeler** constantly drains magic from its surroundings. If you are attuned to other magic items, whenever you finish a long rest while attuned to the *cadence channeler**, you must roll a d100. On a result of 5 or lower, one of your other attuned magic items becomes nonmagical as the *cadence channeler** saps its power.

ELEMENTAL HEARTS

The Fizzars created elemental hearts to use as power sources for their devices. Designed to harness and contain elemental energy, most of the elemental hearts were of a lesser variety, simple to build and quick to charge. A few greater elemental hearts were built as well, including the Heart of Dako in Naba, and Klaythusar's Heart of Ice.

The Heart of Ice

Wondrous item, legendary

The Heart of Ice is a greater elemental heart with a large diamond inside of an intricately carved obsidian stone egg. It pulses with cool blue light and radiates dim light in a 15-foot radius unless covered.

Victoria Jeffrey

Brendan Lancaster

The Heart of Ice is a mysterious object with two special properties:

Prison. The Heart of Ice is a cell that stores the soul and essence of the **Aspect of Water***. The sentient being inside of the Heart of Ice makes this a potent but unstable power source.

Power. Any device designed to harness the power of the Heart of Ice must include a method of stabilizing and dampening the power of the **Aspect of Water***. A device that does not properly control the aspect will operate irregularly, sometimes allowing the aspect to exert some control over the device and its user.

Lesser Elemental Hearts

Wondrous item, very rare

A lesser elemental heart is made of a small gem inside a carved stone and metal egg, resembling a smaller version of a greater elemental heart. Lesser elemental hearts were the main source of power for simpler Fizzar gadgets. These elemental hearts have no abilities on their own, but can be used to power up other devices.

Elemental Recharge. Depending on the size and needs of the device, a charged lesser elemental heart can power a device for hours, days and sometimes weeks without needing to be recharged. Once a lesser elemental heart's power is depleted, it can be recharged by being bathed in a source of strong elemental energy (like a large body of water or in a forge) for 8 hours.

GADGETEER'S SMOCK

Armor (leather), uncommon (requires attunement by a gadgeteer)

While wearing this smock, you gain a +1 bonus to AC and saving throws and have resistance to lightning damage. If you already have resistance to lightning damage through some other means, you instead have immunity to lightning damage.

It Has Pockets. The smock has three pockets. Each of the three pockets is 5 inches wide by 6 inches deep and connects to an extradimensional space that allows the pockets to collectively hold up to 20 pounds of material, not exceeding a volume of 2 cubic feet. The smock always weighs 2 pounds, regardless of its pockets contents.

Placing an object in the smock's pocket follows the normal rules for interacting with objects. Retrieving an item from a pocket requires you to use an action. When you reach into a pocket for a specific item, the item is always magically on top.

GRASSWOVEN WEAPON

Weapon (any melee weapon), rare

This elegant weapon is made from strips of steel forged into shapes inspired by the grasses woven by the gargaherds of Firnveldt. It has exceptional strength and flexibility.

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

Mowing Strike. Additionally, you can use the weapon to perform a swirling attack that can hit multiple foes. When you hit a creature with a melee attack with this weapon, you can use your bonus action to make another attack against a different creature within 5 feet of you. If you hit with this second attack, you can use your reaction to make a third attack against a creature within 5 feet of you that you have not yet hit with an attack on this turn.

Heart of Ice

Lesser Elemental Heart

Grasswoven Weapon

Risa Hulett

Anneliese Mak

Victoria Jeffrey

GRIMBEE HONEYCOMB

Wondrous item, very rare

This cluster of hexagonal beeswax has 6 cells filled with dark honey. As an action, you can consume one of the cells to cause one of the following effects:

- You cast *speak with dead*
- You cast *spirit guardians*
- You stabilize a creature that has 0 hit points without needing to make a Wisdom (Medicine) check
- You have advantage on death saving throws for the next 24 hours

Once you have consumed a cell, you can't consume another until the following dusk.

POTION OF WATERY FORM

Potion, very rare

This perfectly clear potion smells like rain but tastes like seawater. When you drink this potion, your body and anything you are wearing or carrying becomes liquid for 10 minutes. In this form, you can move through spaces that are 1 inch wide without squeezing, and you are immune to bludgeoning, piercing, and slashing damage. Additionally, you don't need to breathe. For the duration of the effect you are vulnerable to cold damage, and if you take cold damage, your speed drops to 0 until the end of your next turn.

RESONANT JOURNALS

Wondrous item, uncommon

These bark-bound books come in pairs. When you write in one journal, the same writing appears in the other journal and vice versa. This effect occurs across any distance, as long as the journals are on the same plane of existence. Each holder of a journal can transmit up to 100 words in it each day, and the journals regain the ability to transmit text each day at dawn.

ROCKENSPIEL

Wondrous item, common

This stone glockenspiel has 5 charges. You can use an action to tap the rockenspiel and expend 1 charge to cause the rockenspiel to emit a song of your choice out to a range of 60 feet for 1 minute.

The rockenspiel regains 1d4 + 1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the rockenspiel plays an epic drum solo before it shatters and is destroyed.

RING OF HURLING

Ring, rare

This gold ring is in the shape of an outstretched taloned hand. This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. As a bonus action, while wearing this ring, you can expend 1 of its charges to attempt to throw a creature you are grappling. The target must succeed on a DC 17 Strength saving throw or be hurled up to 30 feet away in the direction of your choice and land prone, taking 1d6 bludgeoning damage for every 10 feet it was thrown.

Resonant Journals

Celia Tang

Rockenspiel

Victoria Jeffrey

SCENTED QUILL

Wondrous item, rare

This simple white feather has a black quill tip. As an action, you can cause the quill tip to fill with invisible ink that releases a pungent yet pleasant aroma. You can use the feather to write on an object to create one of the following magical effects that lasts for 10 minutes: emit a scent, recite a 25-word message, or play a song.

While writing with the quill, any other humanoid within 5 feet of you who can smell must succeed on a DC 13 Constitution saving throw. On a failure, the creature recalls a pleasant memory from its childhood and is overcome by nostalgia, and the creature can't take actions or bonus actions until the end of its next turn.

STONESINGER'S RUNE

Wondrous item, uncommon (requires attunement)

This small, smooth stone has a rune carved onto its surface. While holding the stone, you can use a bonus action to invoke the magic of stonesingers. The rune glows with golden light as it starts the stonesong, which lasts for 1 minute. You can dismiss the stonesong at any time (no action required).

While the stonesong is active:

- You gain +1 to your AC.
- You have tremorsense within 15 feet.
- You are vulnerable to thunder damage.
- You are immune to poison damage.

Once the rune has been used in this way, it can't be used again until the next dawn.

TELEPATHIC GOO

Wondrous item, uncommon

This dull green glob from a Fizzar slime can grant a creature limited telepathic abilities. When you split the glob in half, you and another creature can communicate telepathically with each other over any distance while you hold half the glob and remain on the same plane of existence. You do not have to share a language to understand each other, but some creatures may only be able to communicate in simple images and emotions. The goo can not be recombined. Once the goo has been split for 12 hours or if it is split again, it dries and crumbles into dust.

TOKEN OF GOOD DEEDS

Wondrous item, very rare

This carved wooden amulet is small enough to fit in a pocket. When you use an action to speak the command phrase "A friend in need," the token whispers back, "Is a friend indeed." The amulet's magic calls upon a creature of your choice to aid you. The creature must be known to you, have received your aid in the past, and currently be friendly toward you.

The creature appears in an unoccupied space within 60 feet of you. When the creature appears, it is under no compulsion to behave in any particular way. You can ask the creature to assist you, but it isn't obliged to follow your commands.

After 24 hours, the summoned creature returns to where it came from. It returns early if it drops to 0 hit points, arriving back at its original location with all of its hit points restored or if you use an action to speak the command phrase again.

Once the token has been used, it can't be used again until 4d10 days have passed.

WRANGLER'S LASSO

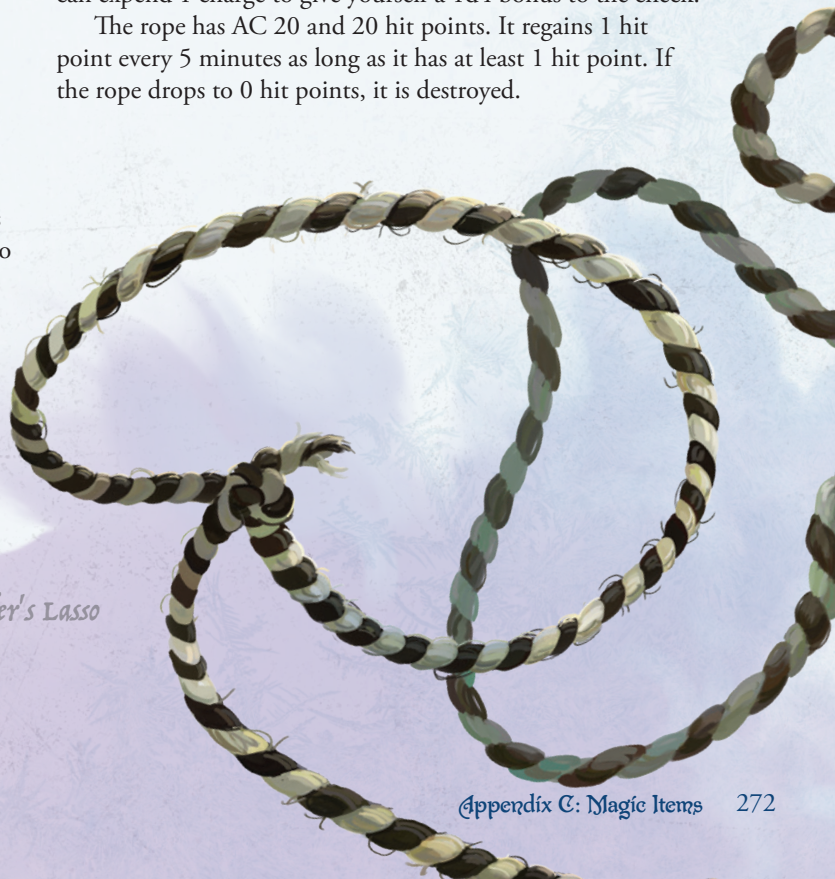
Weapon (whip), rare

This 50-foot length of hempen rope weighs 3 pounds and can hold up to 3,000 pounds. The lasso has 3 charges, and it regains 1d3 expended charges daily at dawn.

If you hold one end of the rope and use an action to speak the command word "yeehaw," the rope forms a lasso and loops around a creature you can see within 30 feet. The target must succeed on a DC 15 Dexterity saving throw or be restrained. If the target is a beast, you can expend 1 charge to cast the animal friendship spell using the lasso (save DC 13).

Alternatively, you can use the lasso for trick roping performances. When you make a Dexterity (Acrobatics) or a Charisma (Performance) check while holding the lasso, you can expend 1 charge to give yourself a 1d4 bonus to the check.

The rope has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 hit points, it is destroyed.



Wrangler's Lasso

Emory Kjelsberg

Appendix D: Random Encounters

These are some random encounters set in different areas of Wesden. You can use these while running **Heart of Ice** or in your original Humblewood games. The encounter difficulty increases from lowest to highest within each table.

CRYSTAL EXPANSE

Frozen Wilderness

d8	Encounter
1	2d4 **bandit** raiders led by a strig **bandit captain**
2	1 lost **archeologist***
3	2d8 **slushy slimes***
4	1d2 **water hollowings***
5	A mustel poacher (**veteran**) and their pet **earth orephidian***
6	1d6 **ice squid tentacles*** bursting through the ice
7	A roving Fizzar contraption (**shield guardian**) trudges across the snow
8	A rampaging **maulrus*** charges the party

Settlements

d8	Encounter
1	A famous tilia painter named Reb Berbebepep [he/him] is here to paint the Crystal Expanse, but his paints keep freezing. He's offering a large reward to anyone who can devise a solution.
2	All the provisions have been stolen from a skimmer just before it set off. The explorers want the food found and the thieves punished. The culprits are a pair of hungry mustel children whose father left on an expedition and hasn't returned. They are hiding in an abandoned fish-drying shed.
3	Two **archeologists*** are fighting over the last skimmer, both racing to be the first to uncover an ancient pre-freeze ruin. They are about to come to blows when the party shows up.
4	A miscast spell has turned the hot tea in the provisions tent into a **slushy slime*** and Jollif [they/them], the capran who runs the tent, needs help dealing with it.
5	Three whole skimmers full of supplies have fallen through the ice and the locals are scrambling to pull them out and salvage what they can.
6	The territorial battle of two **maulruses*** has spilled over into town. The giants are smashing buildings, and they must be driven off before they destroy the whole settlement.

FIRNVELDT

Grasslands

d8	Encounter
1	1d12 **meekrats***
2	A **gargaherd*** and 2d6 **gargaths***
3	A caravan of 4d10 **commoners**
4	1d8 **bandits** and 1d4 **bandit captains**
5	A snobby noble and their four bodyguards (**gladiators**)
6	1d6 **giant badgers**
7	A **stonehoof official*** escorting a captured criminal (**spy**)
8	A flock of 2d4 **grassbeaks***

Forests

d8	Encounter
1	An agitated giant pheasant (uses the **giant owl** statblock) distracting intruders from its nest
2	Two **brown bears** and 1d4 non-combatant cubs
3	1d4 sunsworn tenders (**druids**) performing a ritual of preservation
4	A **knight of Knowhere*** training their squire (**scout**)
5	1d4 **giant boars**
6	Two **air hollowings***
7	2d6 **dire wolves**
8	One **earth orephidian***

Settlements

d8	Encounter
1	A heated debate is happening in the center of town where a staunch defender of the protectorate is arguing with an elderly capran named Tunk [he/him] who insists they were all better off as nomads. Glim [they/them], the seeta representing the protectorate views, is pulling anyone they can from the crowd into the conversation to get support for their argument.
2	A group of pilgrims on their way to the Stonebell Temples break out into spontaneous song and dance, drawing a crowd and disrupting traffic.
3	A **gargath*** has been startled by a **meekrat*** and several structures are at risk of damage if the gargath isn't calmed soon.
4	Traveling merchant Jonall [she/her] and her well groomed gargath Bello are setting up shop temporarily. Jonall requires a restock before moving on to her next destination and is looking to buy up any spare items folks may have. She is particularly interested in magic items with practical uses.
5	A mustel named Freni [she/her] is putting up posters looking for adventurers to help with construction of the Underway. She is offering 200 gp in advance to anyone who is willing to head out to the caves to help protect workers from the orephidians.
6	Two merchants in a bazaar are squabbling, accusing each other of blocking the other's display. A gallus **stonehoof official*** named Binn [he/him] is trying to settle the argument and floundering.

Stormcrag

Mountains

d8	Encounter
1	A capran **mage** and their **grimbee*** familiar
2	1d6 **giant goats**
3	2d4 **giant vultures**
4	Two **earth orephidians***
5	1d6 **knights of Knowhere*** transporting a large crate
6	1d4 **lightning orephidians***
7	Two **earth hollowings***
8	One **dire mountain lion***

Settlements

d8	Encounter
1	Tchako [they/them], an eluran from a nearby warren, has come looking for help dealing with some restless **earth hollowings*** that were disturbed by some recent expansions to their warren's cave network.
2	Several clerics from the Grimhearth Monastery are presiding over the funereal rites of an elder of the community. They carry a skull of one of the elder's ancestors, hoping that the spirit of their family will help guide them to the afterlife.
3	A group of miners have tamed an **earth orephidian*** to help them with clearing larger rocks at their dig sites. They need a place to rest but the warren isn't keen on letting the orephidian stay there.
4	Mello [he/him] is visiting from Windroost Warren to teach young folks about the importance of maintaining a strong relationship between the **windwatchers*** and the warrens. He hopes to raise all the younger denizens of the warrens with a healthy respect for windwatchers, and by extension all of nature.
5	Fashan [she/her] and Meeyo [he/him], a pair of rockburrow jerbeen siblings, are celebrating their recent successful climb of Sylph's Beak. They keep standing on tables and loudly recounting their most harrowing moments.
6	A new recruit to the Thunderscroll Couriers is lost in the settlement, desperately trying to complete their first delivery. The courier, a luma named Tipps [they/them], is on the verge of tears, but is too proud to ask for help.

TANGLEWILDS

Jungle

d8	Encounter
1	Two **kappu***
2	A tilian **Fizzar apprentice*** and their **Fizzar drone***
3	2d4 **archaeologists*** and their two guides (**scouts**)
4	2d8 **swarms of tanglewasps***
5	A half functioning Fizzar construct* shaped like a giant sloth
6	1d4 **golden suneaters***
7	1d6 **tythrans***
8	Three **feliad stalkers*** on a hunt

Settlements

d8	Encounter
1	A cadre of **luhz kehsh warriors*** are preparing the settlement's town center for an official visit from the regent's daughter Reia [she/her], who hopes to set up an outpost in the jungle nearby.
2	A sylph bard named Gren Crescentmoon [she/her] is practicing her storytelling in front of a small crowd. She hopes to get a place in the bardic exam at the Grand Sunrise Library, and is looking for unique and dramatic stories to turn into epic poems.
3	Several restaurants and inns are working overtime to prepare meals for the upcoming Feast of Blood. It's all hands on deck, and the cooks are offering nominal pay for anyone willing to chop some vegetables or stir a pot.
4	Two **archeologists*** are examining an inactive Fizzar device, trying to discern its purpose. The gadget is a *lesser elemental heart**, but the archeologists have not encountered one before and so are unable to identify it properly.
5	A herd of **kappus*** are stampeding through the center of the settlement, completely out of control. Their keeper, a corvum named Pyn Witherwing, is chasing after them, trying to get in front of them in hopes of slowing them down.
6	University students from Axxin are having an impromptu salon in a nearby saloon. Jovial debates and somewhat heated arguments are starting to spill into the streets, causing disruptions.

Halara

d8	Encounter
1	A tilian merchant named Bozco Geetulu [he/him] claiming to have just returned from a journey to the continents of Esden has turned up at the Jade docks with what he claims to be Fizzar technology from that side of the world. It all looks very unusual, and the regent looks to hire investigators to confirm the authenticity of Bozco's wares.
2	A Fizzar experiment inside the Tangkehraw volcano by **Natu Tutulatu*** and her **Fizzar apprentices*** has caused a mild tremor and some large stones to tumble down into the city proper. The regent has sent some **luhz kehsh warriors*** to calm the citizens who are concerned about the volcano "reawakening," as well as recruit some folks to help clean up the stones.
3	A group of tenders from Humblewood have arrived in Halara to learn how the inhabitants of the Tanglewilds deal with heat. They wish to return to Humblewood with this knowledge so they can be better prepared when dealing with the remaining forest fires.
4	An ancient **Fizzar construct*** (previously thought only to be a statue) resembling a giant warthog has awakened in the Feathered District's Fish Market. It has carefully made its way to the pillar that keeps the market cool and settled down at its base—no one knows why.
5	Several fruit buildings were cut from their vines and crashed to the jungle floor. Thankfully nobody was hurt, but the large slashes in the smashed fruit suggest this is the work of the Obsidian District, and that these black market scoundrels may escalate things further.
6	Regent **Elisa*** is sick, and her pet **radiant orephidian*** Rreem has become very distressed. It is attacking her attendants and won't let anyone come near the regent. The party must subdue the orephidian, but killing it will incur the regent's wrath.

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Annellese Mak

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